Subject: [Server] SSGM 2.0.3
Posted by trooprm02 on Wed, 23 Jun 2010 22:21:31 GMT

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From the readme.txt:

Quote:Update History:

Version 2.0.3:
  -Disabled the taunts added by Core Patch 2 (Renguard), which disables the no fall   damage glitch
  -Cleaned up SSGM startup messages + plugin loaded messages
  -Updated SSGM.ini for better default settings (AOW/CTF/Snipe)
  ^Proper KillMsgs, objects file extention renamed, etc
  -Included a stock objects.gm file for AOW and Snipe/CTF servers
  ^Fixed Harvester creation bug for Snipe/CTF mode
  -Cleaned up all the crate messages (ingame and log related)
  -Added !ssgm to verify ingame which version of SSGM is running (+scripts)
  -Updated and renamed some source files

This is my first C++ release, so a special thanks goes out to Stealtheye, Reborn, and Zunnie for all their inspiration and support Released with permission from Whitedragon.

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