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Subject: Re: FDSComm Public Beta

Posted by [halo2pac](#) on Mon, 30 Aug 2010 04:57:27 GMT

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BlueThen wrote on Fri, 27 August 2010 17:50Quote:I've had this as an internal beta between me and my friends for a while now (bout 7 months) fully working.

halo2pac wrote on Tue, 24 August 2010 21:51After your post I did, but I've had this as an internal beta for 9 months now completely working without changes.

I didn't have the attention span to look up the actual dates at the moment but I knew it was over 6-9.

Guide.htm

Whats's new? {11-5-09}

- Serial Hook added.

Whats's new? {10-19-09}

- Speed improvement!
- Few minor bugs fixed.
- Removed buffer overload

Whats's new? {7-19-09}

- Massive speed improvement!
- New commands

What's New? {3-4-09}

Speed Improvement

Plugin reformatted to work properly with SSGM. This may limit functions during map load, but during gameplay it will work properly.

and by "speed Improvement" I learned better threading techniques, so it sped it up a few hundred percent from the first beta.

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