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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Sat, 15 Oct 2011 07:25:45 GMT

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Some more changes:

Fixes to the SSGM swap plugin

Fix to make SSGM weapon pickup sounds work properly

Fixed issues with mixed debug and release modes of memory manager. (It should work now if you have a release mode memorymanager.dll/tt.dll/bandtest.dll/shaders.dll and debug mode scripts.dll/plugin dlls)

Fix an issue with DisableExtraWeapons option in SSGM

More script updates from zunnie

Fixed next/previous weapon selection functions to work if no weapons can be selected (it used to get stuck in an infinite loop).

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