Subject: Re: Changes made since RC3, also collecting bugs here
Posted by jonwil on Tue, 18 Feb 2014 11:09:18 GMT
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Some more changes:
Removed references to non-existent readme files
Fixed a crash that was occurring on the vehicle dialog
Fix some issues with INI load code (specifically lines that started with a ; but also had a ; later in the line were being incorrectly parsed compared to how stock renegade would parse them)
Fix so that per-map use of the spawn character settings via temp presets wont get overridden if GDISpawnChar and NodSpawnChar are not present in ssgm.ini (if they are set in ssgm.ini they will obviously override whatever is set in the presets)