
Subject: the future of sniping servers

Posted by [Whitedragon](#) on Sat, 10 Jan 2004 04:18:46 GMT

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version 1.2 is released, it has fixes for the following:

- negative points exploit(happened when you beacons your own buildings)
- spawn minigunner now comes with a pistol if pistols are allowed
- you will no longer lose your pistol if you move away from the PT right after purchasing something
- you no longer get credits for beaconing enemy buildings

same link as before, http://web.black-cell.net/server_sniper_mod.zip
