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Subject: SSAOW Update: Version 1.2

Posted by [vloktboky](#) on Fri, 11 Jun 2004 16:08:48 GMT

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Current Version: 1.2

New Features:

Version 1.2:

- BugFix: The bug where the server would crash when a player was killed with no killer has been fixed.
- New: DisableBaseDefense option added. Setting this to 1 in the INI file will disable all the major base defenses. (GDI AGT, Nod Obelisk, GDI Guard Towers, and Nod Turrets)
- New: WeaponStart List added. You can now choose what weapons (powerups) are to be given to a player when he/she spawns. More information can be found in the INI file.
- AddFile: Additional presets file (objects\_NO\_BEACONS.ddb) has been added. If you wish to disable beacons in your server, rename "objects\_NO\_BEACONS.ddb" to "objects.ddb", and start your server.

Note: The random crashing bug (BugFix #1 listed above) has been resolved.

Link: <http://web.black-cell.net/ssaow.zip>

Enjoy.

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