Subject: OT: Joint Operations: Typhoon Rising
Posted by DarkDemin on Mon, 05 Jul 2004 16:17:48 GMT
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Version Update
1.1.1.5 Fix made for players being punted out of Co-Op.
1.1.1.5 Fix added for several system crashes.
1.1.1.5 Fix made to stop emplaced weapons from detaching from vehicles
1.1.0.16 Got letters of enemy command points to display on respawn screen
1.1.0.16 Medic revives now work in Co-Op.
1.1.0.16 Waypoints now work correctly in Co-Op. They now auto-advance when users get within the waypoint area.
1.1.0.16 Added a command line command to allow the users to host without running the system test. Add a ?/serveonly? to the end of the ?Target? window in the Joint Ops shortcut to enable a serve only build.
1.1.0.16 Added a ?distance to? in meters on the outside of the spin map for command points off the spin map.
1.1.0.16 Added in files that did not ship with the game that can be used for user created maps, in anticipation of the mission editor being released in the near future.
1.1.0.16 Added a new large map to the ?M? key.
1.1.0.16 Changed the player?s square color while attached to vehicle. (Now has a white ?X? on it)

1.1.0.16 Added a death animation when users hit CTRL+R.
1.1.0.16 Users can now double click the NW menu to join a game, instead of having to click ?Join?.
1.1.0.16 Goals now transmit in Co-Op mode. Hit your Goals key to see them (defaults to G)