Subject: SSAOW Version 1.5 Released
Posted by Whitedragon on Sun, 19 Mar 2006 03:13:58 GMT

Medium feature/bug fix version.

Windows Download

Linux Download

"Change Log"
Version 1.5:
  - New: Ported to scripts 2.5.2.
  - New: A Bandwidth exploiter detector has been added. This will automatically detect players who attempt to use the BW exploit. See EnableBWDetector, BWDefault, and KickBWExploiters settings.
  - New: You can now put weapon presets into the disable list. This will stop them from appearing as spawn weapons and in the random weapon crate.
  - New: Setting Write_Gamelog_to_SSAOWlog has been added. If enabled this will make Gamelog write all its log messages to the SSAOW log (ie FDSLogRoot) instead of gamelog(2).txt.
  - New: Added additional translated presets to ssaow.ini.
  - BugFix: Fixed the objects file always being in use while the FDS is running.
  - BugFix: Fixed a crash bug that was triggered when you set Config in server.ini to anything other than svrcfg_cnc.ini.
  - BugFix: Disabled characters no longer appear in the random character crate.
  - BugFix: Disabled vehicles no longer appear in the random vehicle crate.
  - BugFix: The Gamelog_Archive_Logfiles setting now works on Windows.
  - BugFix: You are now refunded the proper amount of credits for buying a disabled alternate skin character.
  - Change: General Gamelog code cleanup.