Version 1.2.2 is out:

  - Implemented a new mode: DropWeapons. If turned on, players will drop their weapons when killed.
  - Implemented a new mode: LogInfDeath. If turned on, when a player is killed, data will be written to the renlog file to report the death.
  - Made settings dynamic. They will be reloaded before a map is loaded. This will allow host to turn certain settings on and off for certain maps.
  - Fixed a bug that was logging when a building was damaged to the FDS window.

Same link as before, http://web.black-cell.net/Server_Sniper_Mod.zip