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Subject: the future of sniping servers

Posted by [vloktboky](#) on Mon, 12 Jan 2004 20:32:42 GMT

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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](http://web.black-cell.net/Server_Sniper_Mod.zip)

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