
Subject: It's here: SSAOW Version 1.3 with Scripts.dll 1.9.1 Support
Posted by [Alkaline](#) on Mon, 23 Aug 2004 16:33:36 GMT

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Doesn't work properly with deatmatch maps, soliders will spawn with only a rifle, no pistol or c4, similiary hotwires/engies only have main weapon no c4/mines or remotes.

hate this glitch... ssaow 1.0 didn't have this problem for maps it didn't detect it didn't enforce a dissabled weapons list, but in this version if maps aren't detected the dissabled weapons list is enforced...

should be the otherway around, unless you specify a dissabled list all default weapons are enabled, seems kind of crazy to have all weapons dissabled untill they are enabled in server2.ini

oh well just my .02
