
Subject: NightRegulator v0.0.4 Public Beta Released!
Posted by [Nightma12](#) on Thu, 02 Dec 2004 18:06:09 GMT
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nope, seeing as v0.0.1 was the original

v0.1.0 will though

heres what ive done so far

Quote:v0.1.0

-Upgraded Security Of Validation System

-Added IRC Bot

-Misc Changes To NR GUI

-Fixed Problems With Player Updating Errors On Player Join

-Fixed Bug Where A Player Could Remove Someone From !Own By Typing !team <name>

-Updated !Own Spawn Positions. You Now Always With The Exception Of Fan maps, Spawn Inside The Map.

-Removed Grammer Errors In Auto Recs On New Map.

-If The NR Debugger Is Loaded, The Details Of The Error Are Now Outputted To debug.txt

-Fixed Bug Where Certain Commands Could Be Used On Members Of The Same Mod Level

-SSAOW FDS Console Messages Are Now Outputted To NR GUI

-NR Now Auto Adds Debug IDs Outputted By SSAOW To server2.ini

-Banning System Is Now Based Around nickban.txt And ipban.txt Rather Than bans.ini. This Stops NR Randomly Removing Bans That Should Not Be Removed And Minimizes Lag

-Any Bans Randomly Removed By NR v0.0.11 That Should Not Of Been Removed, Are Now Restored During Auto-Update To v0.1.0

-!cp1 Command Now Outputs The Version They Are Using

-NR Now Auto-Recs For Destroying Enemy Buildings

-Fixed Bug Where Recs Could Not Be Disabled

-NR Now Auto-N00bs 3 Times For Destroying Friendly Buildings
