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Subject: zero bug with cp1 server?

Posted by [mac](#) on Sat, 04 Dec 2004 21:07:50 GMT

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Okay, it's done

Released Serverside CP1 1.1

Fixes zero bug on SSAOW, gets rid of renaming objects.ddb -> bjects.ddb (and thus causing zero bug if it fails for some reason), fixes non working C&C Under, and adds a option in SSAOW to disable gamelog.

<http://download.blackhand-studios.org/SS-CP1.1.exe>

(Linux version coming soon)

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