
Subject: Re: SSAOW Version 1.5
Posted by [reborn](#) on Fri, 17 Mar 2006 13:26:32 GMT
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Whitedragon wrote on Fri, 17 March 2006 06:08Medium feature/bug fix version.

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"Change Log"

Version 1.5:

- New: Ported to scripts 2.5.2.
- New: A Bandwidth exploiter detector has been added. This will automatically detect players who attempt to use the BW exploit. See EnableBWDetector, BWDefault, and KickBWExploiters settings.
- New: You can now put weapon presets into the disable list. This will stop them from appearing as spawn weapons and in the random weapon crate.
- New: Setting Write_Gamelog_to_SSAOWlog has been added. If enabled this will make Gamelog write all its log messages to the SSAOW log (ie FDSLogRoot) instead of gamelog(2).txt.
- New: Added additional translated presets to ssaow.ini.
- BugFix: Fixed the objects file always being in use while the FDS is running.
- BugFix: Fixed a crash bug that was triggered when you set Config in server.ini to anything other than svrcfg_cnc.ini.
- BugFix: Disabled characters no longer appear in the random character crate.
- BugFix: Disabled vehicles no longer appear in the random vehicle crate.
- BugFix: The Gamelog_Archive_Logfiles setting now works on Windows.
- BugFix: You are now refunded the proper amount of credits for buying a disabled alternate skin character.
- Change: General Gamelog code cleanup.

sweet

can now change the objects.* on the fly again
and the bandwidth detection feature is also very cool B)
plus the extra scripts available from 2.5.2 is very welcome

//hugs WhiteDragon
