
Subject: SSGM Version 2.0.1

Posted by [Whitedragon](#) on Sun, 01 Jul 2007 05:09:50 GMT

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Minor bug fix/feature version.

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Quote:

Version 2.0.1:

- New: Character changes will now be logged under the "_CHANGECHARACTER" header similar to how the pre 2.0 "_PURCHASE" worked. This includes every way that your character can be changed.
- New: Added additional documentation for making plugins and adding new CTF flag positions.
- Change: SSGM no longer requires a modified objects file to function. It is still capable of loading modified objects files, however.
- BugFix: The CTF class specific enable setting(CTF_C##_Enabled) now works correctly.
- BugFix: Fixed a bug that caused your ammo to return to normal if you refilled when infinite ammo was enabled.
- BugFix: Harvesters now spawn correctly in CTF mode.
- BugFix: The "DisableBaseDefenses," "DisablePowerPlants," "DisableRefineries," "DisableSoldierFactories," "DisableVehicleFactories," "DisableRepairPads," and "DisableCommCenters" settings are now properly included and documented in ssgm.ini.
- BugFix: Fixed a bug in the example plugin source where it wouldn't pass the plugin version to SSGM.
- BugFix: Fixed the incorrect Random Vehicle Crate coordinates for Nod on Hourglass.

If you're upgrading from 2.0 then you can continue using its ssgm.ini. If you are not using a modified objects file then set "ObjectsFile" to "ddb" instead of "gm" and delete "objects.gm" from the data folder.

Edited objects files from any version of SSGM will work with this version. Just make sure "ObjectsFile" is set to the same extension as the modified objects file.

Plugins made with SSGM 2.0 should work fine with this version. To silence the version warning simply edit SSGMVersion in gmmain.h and recompile the plugin.
