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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Sun, 18 Sep 2011 07:45:13 GMT

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Some more changes:

Fix SSGM log port to work again

Made reloads again work when the clip is full (since people wanted it)

Further script changes from zunnie

Improvements to registry copy code so it will properly copy the registry settings

Make wwconfig run after a registry copy so that it sets all the correct settings (display device etc)

Change anticheat.ini so it no longer needs the .1/.2/.3 etc on the end of file names.

Fix so that the harvester spawner is disabled when the refinery is destroyed.

Various fixes to the input code. This makes the extra mouse button logic work (at least with my Logitech M500). You can now assign whatever windows thinks is "button 4" and "button 5" to anything that takes a keyboard key/mouse button.

Fix garbage around dialog boxes in widescreen.

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