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Subject: Re: Changes since the last build

Posted by [jonwil](#) on Thu, 29 Sep 2011 15:43:24 GMT

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More changes:

Fix for APB/AR points script for spies

Fix crash problem with lines in keys.cfg that dont have an = in them

More script changes from zunnie

Fix to not crash when sent a specific bad UDP packet

Fix shadow resolution checkbox in wwconfig

Fix wwconfig to properly set the graphics detail

Code changes to allow a debug build of scripts/memorymanager/SSGM to work with a release mode build of shaders/bandtest/tt/etc

Ensure textures are properly destroyed when the shadow resolution is changed in-game

Fix some texture loading issues

Fix texture resolution not affecting some textures

Fix some texture related artifacts on the main menu/load screen

Fix an issue with the APB/AR base defense scripts

Fix an issue with the netcode causing crashes, player names not showing up for players, and possibly other issues.

Change file-hash anti-cheat to use a more secure algorithm (will require anyone with entries in their anticheat.ini file to re-do those entries with the new achash.exe)

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