- Ability to report when a building is under attack and when a building is destroyed, including the name of the player who is the damager/killer.
- Character purchase and player kill message outputs.
- Vehicle creation/killed message outputs.
- Vehicle damage and destruction animations.
- Random flowing weather function for all hosted maps.
- Main weapon dropping from fallen soldiers.
- Auto AFK/Idle, Obelisk glitching, and B2B (currently only for C&C_Islands.mix) kicking, each can be turned on/off.
- Beacon logging.
- Ability to reroute all logging to any root text file, such as renlog2_date.txt
- Data written to output log files allow server side bots to have even more data to play with.

http://web.black-cell.net/ssaow.zip