I read somewhere this:

SSGM - Version 2.0 Beta 1:
- New: Renamed to SSGM(Server Side Game Manager).
- New: Ported to scripts 3.0.
- New: Major code overhaul, reorganization, and optimization.
- New: Added support for modifications, both standalone and PKG. Some features, such as crates and drop weapons, will automatically be disabled when the server is running a mod.
- New: Added new setting "EnableInfiniteAmmo" which gives all infantry weapons, except C4 and beacons, infinite ammo.
- New: Extra information has been added to vehicle kill messages, including the driver/owner of the vehicle and the last amount of damage done to the vehicle before it was killed.
- New: Vehicle and beacon purchases will now be logged. See the "LogVehiclePurchases" and "LogPowerupPurchases" settings.
- New: Extra ingame kill messages have been added for when a player kills theirself or is killed by a base defense, harvester, or tiberium. See the "EnableExtraKillMessages" setting.
- New: Added logging for C4 detonations and disarms under the "_C4" log header. Controlled by the "LogC4" setting.
- New: Added setting "LogBeacons" to control beacon logging. Previously it was always enabled.
- New: Vehicle auto-binding has been added. When a player buys a vehicle and is the first person to enter it, it will be automatically bound to them.
- New: A new plugin system has been added which lets users load a list of .dll/.so files into the FDS. See the "Plugin" section of ssgm.ini for more information.
- New: Capture The Flag mode has been added. See the "GameMode" setting.
- New: The version of SSGM and scripts.dll will now be outputted to the ssgm_version.ini file on startup.
- New: A section has been added to ssgm.ini to list the acceptable sniping characters for the sniping modes.
- BugFix: AI bots will no longer crash the server.
- Change: Many settings have been renamed, removed, or merged with other settings:
All settings dealing with logging are now properly prefixed with "Log".
"LogVehicleCreate" has been superseded by "LogVehiclePurchases" and was removed. Thus the "_VEHICLE" log header is no longer used.
"LogHarvesterDeath" has been merged with "LogVehicleKills".

And then I asked for link but link doesnt work:

http://black-cell.net/SSGM2.0Beta1WFDS.zip

Have someone this or any link? Thanks.