
Subject: Update BR.NET 1.1

Posted by [StoneRook](#) on Fri, 07 Mar 2003 17:27:44 GMT

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As always - this only applies to you if your running an FDS for Renegade - if your not - don't worry about it.

BR.NET 1.1

***** March 7, 2003 *****

Updates Include:

1. Fixed The AutoAnnounce Problems, now fully rotates through the entire list.
2. Fixed The Issue with BR .Net not loading up correctly, still debugging ONE rare instance, if you recieve an error on startup, please get the newest Service Pack for the .Net Framework from <http://www.windowsupdate.com>.
3. Made some massive updates to the Remote Admin, now 7 levels of access to ingame commands, all settable by the FDS Admin via command.xml (added an attribute for the commands "access=") standard no rights players have an automatic default access level of 5 and in the standard commands.xml have access to !nextmap, !showmods, !rules commands.
4. Updated the help file a bit to include the local variables to use in commands.xml, sorry about the lack of documentation, but this is kind of a programming language of its own, and the MSDN wasn't written in a day.
5. Fixed alot of internal items, trying to speed up some stuff, and trying to update how things are done a bit.
6. Fixed the problem with the Chat dialog box getting "full", now is unlimited.
7. Added an optional page notification (from WOL/REOL and IRC), can be turned off, and customized, the default is "yo1.wav"; the same used on WOL/REOL.

As always, please report all bugs to Dante@cncrenegade.info.

Link - [BR.net 1.1](#)
