
Subject: SSAOW Update: Version 1.1

Posted by [vloktboky](#) on Sun, 06 Jun 2004 18:07:40 GMT

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Current Version: 1.1

New Features:

- New: Disable List added. You can now choose what characters/vehicles are not allowed per map. See INI file for more information.
- BugFix: If the killer was in a vehicle during a kill, the vehicle will now be displayed in the kill message.
- BugFix: Safety check code has been added. TranslatePlayerName will now always work without fear of the FDS crashing. (Special thanks go to Silent_Kane for this code) The option to enable/disable this feature has been removed. It will now always be enabled.
- New: MapID Debug mode added. This setting forces the FDS to output a valid MapID that can be used in the INI file to recognize the loaded map.
- New: DestroyPlayerVeh setting added. If enabled, the server will kill the vehicle a player was in if the player leaves the server or commits suicide.
- New: Custom Kill Messages added. This section, which can be found in the INI file, allows for custom kill messages for Soldier VS Soldier kills and Vehicle VS Soldier kills. See the INI file for more information.
- BugFix: If a player kills him/herself, he/she will not drop a weapon or an armor piece.
- BugFix: The bug where the fire from a vehicle was sometimes left behind if it was killed has been resolved.

Link: <http://web.black-cell.net/ssaow.zip>

Enjoy.
