

- 1 fixed 425's D3D problems
- 2 improved client prediction of other players on slopes
- 3 fixed 'killall bot' working on servers even if not admin
- 4 fixed Unreal2 problems with DirectInput (by disabling DirectInput when using Unreal2).
- 5 fixed picked up weapons occasionally looping firing anim.
- 6 fixed another case where server would keep sending data to client after disconnect.
- 7 fixed Unreal2 mesh viewer problem.
- 8 fixed Owner being passed to new actor in Mutator.ReplaceWith().
- 9 fixed creeping ping problem with Win2K.
- 10 fix for occasional accidental port changes on servers using NGStats: These ini files are used:  
[IpServer.UdpServerQuery]OldQueryPortNumber=0 bRestartServerOnPortSwap=True  
OldQueryPortNumber will get saved to the current value of the query port number. If the port number changes, the server will quit - and restart automatically if you are using an appropriate batch file ( see <http://unreal.epicgames.com/utservers.htm> ). Setting OldQueryPortNumber to 0 will cause it to save the current port number again, so you should set this value to 0 when you want to change the port number deliberately (ie you're running a second server on the same machine).