

Version 420 is completely network compatible with all previous public releases of UT (versions 400, 402, 405b, and 413).

- 1 fixed actorlinecheck() crash
- 2 fixed findrandomdest()
- 3 fixed D3D driver - combined best performance with widest compatibility of previous iterations, improved Voodoo 4 D3D support
- 4 fixed installer problem with certain directory structures
- 5 fixed security holes with ServerRestartGame() SwitchLevel() and SwitchCoopLevel() removed ability to use bad skins
- 6 fixed ADDINI for editing .ini files for patch and umod installation

- 1 New editor! - note that the editor is still called unreal.exe
- 2 various other under the covers features and fixes merged in by Mark Poesch of Legend