

BUG FIXES:

- Occasional server crash bug fixed
- TrialPit slowdown bug
- Loki2 script bug in zombie transform pit
- Don't hurt teammates when you land on them
- DarkDwarf didn't attack players using spirit powerup
- Taunt only once bug
- Swapping magic shield bug
- Avalanche shouldn't kill teammates
- Shield meter doesn't update on clients
- Weapon swinging sounds not playing correctly
- Disallow breaking shields of people in neutralzones, by a non-neutral-zone player
- Don't hurt teammates shields in team DM
- Ice/Stone powerups in neutralzones
- Avalanche doesn't do any damage bug
- Empathy versus Empathy infinite loop bug
- Infinite spirit powerup cheat fixed
- Fixed some problems with severing limbs on certain models
- TownRagnar and ShipWreckRagnar now start with full health. New models to use while playing!
- Draw weapons while going underwater bug
- Shields in neutralzones
- Stand-up telefrag bug
- Infinite bloodlust after suiciding fixed
- Timeout/connection problem messages when starting up the game
- Fixed bug with team game team selection
- Fixed ReadSCM problem in 98

NEW STUFF:

- New player model: Jun
- Shields block thrown weapons
- Attacking blocks thrown weapons
- ModMenu code (thanks to Rus 'Nurail' Clark for this)
- GameType list in Menu
- AllowCreatures defaults to on
- Added don't respawn flag on ActorGenerated objects
- Defend faster
- ZTarget disabled in multiplayer
- Transparency w/fog
- Proper SarkRagnar (non-cheat)
- New system for importing models (using SubstituteMesh)