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Last Man Standing 1.0 released!

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Highlights:

- PDA is fixed!!
- Sound problems are fixed
- Weapon animation problems are fixed
- Inventory and armor/health carries over on SP coop maps
- New highscore system where servers keep track of the top 10 highest scores for each map
- Server admins can ban players for a specified amount of time or indefinitely (new commands are lms_banPlayer, lms_removeBan and lms_listBannedPlayers + the si_banContact CVAR)
- Player names can be displayed above their heads
- New messages when the player is killed
- Added new cvar lms_servermotd for a custom message of the day for server admins
- New Maps Prog_Bunker and Def_Radiotower
- New Music Legacy of Rust by Skaven and Never Again by Opaque
- New weapons the PlasmaSniper and Wrench (wrench replaces the fists in LMS Mod)
- Most guis are now synched on the clients
- Many lag tweaks
- New spawnpoints on the SP maps that prevent telefragging
- The create server menu now has checkbox to enable PunkBuster.
- 4 new player skins! The skeleton, head stump, skeleton head and berserk skin.
- Many of the reliable messages overflow errors are gone
- Playing audio log icon remained on screen after audio stopped playing
- si_skill 3 now works
- Vote text now appears on screen when playing SP COOP
- Clients will now see what they are picking up in the hud (weapons, ammo)
- Invisible wraiths are fixed

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Gaming

Source URL: http://www.tuxmachines.org/node/1874

Links:
[1] http://www.tuxmachines.org/taxonomy/term/69
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