

# 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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**Links:**

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

[2] <http://lms.d3files.com/>

[3] <http://lms.d3files.com/downloads.php>

[4] <http://lms.d3files.com/screenshots.php>