

- 1 faster server browser initial pinging of servers. Added a new default property to [UBrowserServerPing], MaxSimBroadbandPing, which defines the max number of servers to simultaneously ping if your netspeed > 6000.
- 2 team scoreboard holds more players (no more names dropping off the bottom for 32 player games).
- 3 fixed grenade smoke in OpenGL
- 4 fixed some D3D compatibility issues
- 5 faster server ping response for servers with mutators.
- 6 admins lose cheats and die when they log out as admins.
- 7 fixed bug causing player team choice to be overridden (also cause maxteamsize not to work when 2)
- 8 fixed thrown weapons sinking into ground in net play
- 9 fixed listen server crashing with too many serverpackages
- 10 fixed server still sending data on disconnect
- 11 fixed server not allowing custom skins because of skin cheat fix
- 12 servers are now prioritized by version on the master server
- 13 improved map decompression time.
- 14 slight improvement to server CPU utilization.
- 15 prevent message spamming in net play.
- 16 centered admin messages
- 17 if logged in as an admin, start your message with a # to have it centered.
- 18 voice autotaunts not printed in net games.
- 19 fix for CTF AI.
- 20 limit translocator firing rate (max 2/sec) to prevent translocator spamming bind cheats.
- 21 suicides are counted as deaths.
- 22 admin spectators can use # to center print messages.
- 23 disallow setting of actor properties using the "set" command on clients. Prevents a whole class of cheats.
- 24 faster menu loading with mods.