

v1.11

- added GameSpy internal server browser support
- Includes additional user CTF levels, ctf_barge, ctf_defense and SINnlos_ctf
- fully compatible with Macintosh version
- fixed sound compatibility problems

Version 1.11 of Sin is not officially supported by Activision. Please do not contact their Technical Support department for problems you encounter while using Sin version 1.11. Please send any bugs or problems you have to sinbugs@ritual.com.

v1.1 fixes:

- Cheat variable protected a bunch of developer commands
- fixed CTF flag cheat where you could join the other team while taking the flag with you.
- say_talk spamming fixed
- various bug fixes
- added cl_speechdelay - spam control for speech synthesis, defaults to 1000
- added cl_nospeech - archived cvar that controls whether or not speech is active
- added ctf_forcejoin as archivable variable.
- fixed bug with cinematics and Direct X 7.0
- fixed annoying phantom windows that are left after vid_restarting

v1.06 includes new map "Spool", fixed 3DNOW! bugs/crashes, Save game fixes, adds deathmatch-only flag, adds new message mode for talking.

v1.05 added a new in-game camera system, quantum destabilizer tweaks, "ctf_forcejoin" now works, and other bug fixes.