[b][Fixes][/b]

[u][i]09/05/2014[/i][/u]

\* Fixed a problem, when player died, his current weapon ammo did not saved properly. So after spawn he had old ammo amount (before he shot).

\* Problem with custom weapon damages should be fixed now.

[u][i]10/05/2014[/i][/u]

\* Fixed problem with streamer, where "\*\*\* Streamer\_AppendArrayData" warning appeared in a console.

\* Fixed item object destroying, when player is picking it up.

[u][i]12/05/2014[/i][/u]

\* Fixed problem, when player had equipped the same type of weapon that he tried to pick up. The problem was: ammo did not add.

\* Fixed problem, if player had equipped weapon and he left the game, ammo didn't update in database. That has been fixed.

\* When player picked up a weapon that he did NOT have, it will be attached to his body automatically.

[u][i]16/05/2014[/i][/u]

\* Added more security questions, and more fixes has been provided.

[u][i]18/05/2014[/i][/u]

\* Fixed problem with picking up the items - and adding ammuntion to the weapon if we have one equipped.

[u][i]19/05/2014[/i][/u]

\* After week of fight with weapons, they're finally fixed. I had a problem with removing the weapon from player's hand when they switch to the other one with weapon menu. Player is allowed to equip only one weapon at the time (just like original game). The problem was, that weapon stayed in player's (GTA SA) inventory, and he/she was able to scroll the weapons.

Problem location:

Removing weapon with SetPlayerAmmo function.

Time: 23:14

\* Since the gamemode is really complex, many fixes has been done again, that I have found (regarding picking up items, equpping them etc.)

[u][i]20/05/2014[/i][/u]

\* Sometimes sound of moving around the backpack wasn't played. That has been fixed.

\*\*\* MORE FIXES WHICH WEREN'T DOCUMENTED \*\*\*