Version Changelog :

Changelog:

MRH Milsim Tools version : v.1.14.1

\*Added new functionality :

\*Admin menu:

-fixed:

-changed:

-tweaked:

//toDo: fix arsenal glitches

// override uncounsciousness to open adminmenu

//todo try to make cam the curator cam if open?

\*Enhanced map:

-fixed:

-changed:

-tweaked:

//to do some map textures have incorrect path (proving grounds) check all

//to do make foldmap an map fold selection available in vehicles

// icons for ace actions

\*Fiberscope:

-fixed:

-changed:

-tweaked:

\*Fire support:

-fixed:

>some players wouldn’t get the actions

> all functions now have complete headers

-changed:

> passed ace self-interactions from script to config, should be much more stable

-tweaked:

> you can call supports when in a vehicle or on the map

\*Functions:

-fixed:

-changed:

-tweaked:

//todo fix missing loc key parler

\*Heli Taxi:

-fixed:

-changed:

-tweaked:

//in progress: massive overhaul

//to do, transfer dialogs to alive & conscious player (see below)

\*Insertion Handler:

-fixed:

>settings are now parsed only on the server, no risk of overwriting by new connected player

> all functions now have complete headers

-changed:

>Only groups with players will appear in the group choice combo

-tweaked:

>Added exclusion list for cargo prepping, list is to be expanded with further use/users feedback.

\*Jip Menu:

-fixed:

-changed:

-tweaked:

\*Markers:

-added:

>Waypoint marker

-fixed:

-changed:

-tweaked:

\*Milsim Tools Core:

-added:

> function to return wether a player is alive and conscious (ace + milsim tools status)

> func that returns alive and conscious group members

-fixed:

-changed:

-tweaked:

\*Radio Chatter:

-fixed:

-changed:

-tweaked:

\*Sniper Aid:

-fixed:

-changed:

-tweaked:

\*Soldier Tab:

-fixed:

-changed:

-tweaked:

// to do: pass parsed config entries to variables (to allow module use later)

\*Vehicle spawner:

-fixed:

-changed:

-tweaked:

// to do: fix sorting not working anymore

////////////////////////////////////////////////////////////////////////////////////

///////////////////////////////////////////////////////////////////////////////////

Template :

///////////////////////////////////////////////////////////////////////////////////

Changelog:

MRH Milsim Tools version : v.0.0.0

\*Added new functionality :

\*Admin menu:

-fixed:

-changed:

-tweaked:

\*Enhanced map:

-fixed:

-changed:

-tweaked:

\*Fiberscope:

-fixed:

-changed:

-tweaked:

\*Fire support:

-fixed:

-changed:

-tweaked:

\*Functions:

-fixed:

-changed:

-tweaked:

\*Heli Taxi:

-fixed:

-changed:

-tweaked:

\*Insertion Handler:

-fixed:

-changed:

-tweaked:

\*Jip Menu:

-fixed:

-changed:

-tweaked:

\*Markers:

-fixed:

-changed:

-tweaked:

\*Milsim Tools Core:

-fixed:

-changed:

-tweaked:

\*Radio Chatter:

-fixed:

-changed:

-tweaked:

\*Sniper Aid:

-fixed:

-changed:

-tweaked:

\*Soldier Tab:

-fixed:

-changed:

-tweaked:

\*Vehicle spawner:

-fixed:

-changed:

-tweaked: