Rev. 73 (15-Fev-2012)
- Code cleanups and the last bug fix in PremiumSpawnerGump.

Rev. 72 (14-Fev-2012)
- Code cleanups in PremiumSpawner and Gump;
- Small bug fix in PremiumSpawnerGump.

Rev. 71 (13-Fev-2012)
- Code cleanups in PremiumSpawner item.

Rev. 70 (13-Fev-2012)
- Sea creatures will no more spawn all over the PremiumSpawner (= when CanSwim true, requireSurface false).

Rev. 69 (12-Fev-2012)
- Updated RunUO SVN support to SVN 830.

Rev. 68 (11-Fev-2012)
- Changed a line in StaffRuneBook code to make it more Linux friendly.

Rev. 67 (05-Fev-2012)
- Fixed class name in DecorateML to work with SVN.

Rev. 66 (05-Fev-2012)
- Updated RunUO SVN support to SVN 825.

Rev. 65 (01-Nov-2011)
- Updated TerMur.xml locations.

Rev. 64 (31-Oct-2011)
- Added more SA mobiles;
- SA Mobiles folders reorganization.

Rev. 63 (26-Oct-2011)
- Added spawns for Abyss and TerMur locations;
- Spawn and Unload gumps updated.

Rev. 62 (01-Oct-2011)
- Fixed Plant system trivial bugs.

Rev. 61 (23-Sep-2011)
- Few fixes in Underworld spawns;
- Few fixes and additions to Britannia and New Haven decorations;
- StaticExporter changed to Joeku's revision (very improved);
- Added [AddDoor to Joeku's Toolbar.

Rev. 60 (21-Sep-2011)
- Get back support for RunUO SVN.

Rev. 59 (21-Sep-2011)
- Hireling: added all outstanding speeches.

Rev. 58 (21-Sep-2011)
- Forgot BaseCreature.

Rev. 57 (21-Sep-2011)
- Fixed Hirelings: OnClick a gump will appear with options similar to tame creatures (OSI verified);
- Fixed some HireFighter stats since OSI verification.

Rev. 56 (20-Sep-2011)
- Fixed a few decorations in Underworld;
- Added a few commands to Joeku's Toolbar.

Rev. 55 (16-Sep-2011)
- Updated SpawnGen to recognize time delay of seconds while saving;
- Updated SpawnsOverseer to change Arrays to List<>.

Rev. 54 (15-Sep-2011)
- Added Underworld spawns and decoration file;
- Added a few Underworld mobiles and items;
- Updated World Creation and Spawns gump.

Rev. 53 (15-Sep-2011)
- Fixed Joeku's Toolbar: toolbar will no more disappear when editing houses;
- Fixed PremiumSpawners: Wandering and Evil Healers will not spawn over the spawner point, but in HomeRange;
- Updated SpawnGen engine so we can use TimeDelays in seconds and hours inside the map files:
  - |10s| = ten seconds;
  - |10m| or |10| = ten minutes;
  - |10h| = ten hours.

Rev. 52 (14-Sep-2011)
- Added CEO's Yet Another Arya Addon Generator;
- Updated Joeku's Toolbar;
- Removed last folder.

Rev. 51 (14-Sep-2011)
- Updated uninstallation file;
- Removed one useless folder.

Rev. 50 (14-Sep-2011)
- Moved all teleporters from decoration files to [TelGen command.

Rev. 43-49 (14-Sep-2011)
- Update to RunUO 2.2 finished.

Rev. 42 (14-Sep-2011)
- Updating to RunUO 2.2… First step;
- Fixed "Elwood McCarrin", quest giver, double spawn in New Haven.

Rev. 38–41 (14-Sep-2011)
- Reorganization of files and folders;
- Removing trash.

Rev. 37 (14-Sep-2011)
- Forgot to update SVN's StaticExport.

Rev. 36 (14-Sep-2011)
- Fixed decoration in Britain Sewer;
- A few updates to Static Export command;
- Fixed Bone Magi name, changed to Bone Mage (OSI);
- Fixed respawn delay in Britain Sewer.

Rev. 35 (10-Sep-2011)
- Fixed Static Export to RunUO SVN (CreaturesName to SpawnNames).

Rev. 34 (09-Sep-2011)
- Added Joeku's Atomatic Speed Booster (will apply SpeedBoost automatically at login if you use GMbody once);
- Added Nerun's Static Exporter (export custom decorations targeting two places; available at Admins' Toolbar);
- Fixed warning message at Custom Regions in a Box engine;
- Updated GMBody to set Auto Speed Booster true at each usage;
- Updated Joeku's Toolbar to add new commands.

Rev. 33 (09-Sep-2011)
- Forgot to update RunUO Spawner Exporter command in Distro for RunUO SVN too.

Rev. 32 (09-Sep-2011)
- Updated UO Classic spawns (fixed monsters spawning in towns);
- Updated RunUO Spawner Exporter command to comment inactive and void spawners.

Rev. 31 (08-Sep-2011)
- Updated to RunUO SVN 748 with BaseCreature changes.

Rev. 30 (08-Sep-2011)

- I forgot to upload the UO ML spawn maps, have added just the gumps. Uploading now.

Rev. 29 (08-Sep-2011)
- Added spawns to UO Mondain's Legacy based on Nerun's Distro v5.1.6 with a few changes;
- Updated uninstallation file.

Rev. 28 (08-Sep-2011)
- High Seas stuff:
  - Added Sea Market (Docktown) decoration and spawners;
- Uo Classic (pre-T2A):
  - Added option to spawn a pre-T2A server (UO Rebirth spawns);
- Small fix in Sea Life spawns that was spawning over Fire island;
- SpawnGen engine small improvements;
- PremiumSpawner main gump, Spawn gump and Unload gump redesigned, with code cleanups.

Rev. 27 (05-Sep-2011)
- Fixed SpawnID of Reagents.map in Felucca and Trammel;
- Updated Joeku's Toolbar to start toolbar OnDeath;
- Fixed bad gump in MainPlantGump in Engines\Plants.

Rev. 26 (02-Sep-2011)
- Few more adjustments in SpawnGen engine ([SpawnRem changed to [spawngen cleanfacet).

Rev. 25 (02-Sep-2011)
- Code cleanups and few bugfixes in SpawnGen engine;
- Few updates at PremiumSpawnerGumps' sizes;
- Updated some ArrayList<> to List<> here and there.

Rev. 24 (01-Sep-2011)
- Added Custom Regions in a Box, with a few changes (access by PremiumSpawner gump);
- Added new command: [Recover. Resurrects and recovers Thirst, Hunger, Hits, Stam and Mana of the targeted at the maximum level;
- Updated PremiumSpawner gump: added Custom Regions and Smart Player Range Sensitive (Overseers);
- Updated Joeku's Toolbar to add new commands.

Rev. 23 (30-Ago-2011)
- Added Staff Cloak from XMLSpawner, with a few improvements:
  - Title will be automatically removed when equipped and restored when removed;
  - AccessLevel will be restored to your right level, not to Administrator level;
  - You will be automatically hidden when removed the cloak;
- GMbody command updated to add a Staff Cloak to backpack of Admins and higher levels;
- Tutorials revised to explain the Spawns' Overseer system.

Rev. 22 (30-Ago-2011)
- Converted Heartwood's Spawners to PremiumSpawners;
- Fixed a few issues with RunUOSpawnerExporter;
- Sea Horses can now swim (not OSI like, but reasonable);
- Added Spawners' Overseer engine (new incarnation of Smart Player Range Sensitive):
  - How it works: it has a range, that can be set by a GM or higher. It checks players in range every time the clock time ticks. If there is a player in range (or a non-hidden Staff Member) it will check players again only after 30 min (this time can be changed). If there is no players in range (or if Staff Members are hidden, but in range) it will disable all PremiumSpawners in range, deleting mobiles and items in range, and it will check for players every 5 seconds;
  - [GenSeers – generates Overseers crystal by reading configuration files at Data\Monsters\Overseers;
  - [RemSeers – removes all Overseers;
  - [add SpawnsOverseer – adds an Overseer crystal;
  - PS.: there is no Overseers in the configuration files yet.

Rev. 21 (29-Ago-2011)
- I forgot to update the BaseCreature, done.

Rev. 20 (29-Ago-2011)
- Updated wrong files in Rev.19, fixing it.

Rev. 19 (29-Ago-2011)
- Updated to RunUO SVN 733, that implemented BaseAI changes.

Rev. 18 (27-Ago-2011)
- Files that have not been updated in the previous version.

Rev. 17 (27-Ago-2011)
- Added Miniature Mushrooms;
- Added Escortable Wandering Healers;
- Updated to work with RunUO up to SVN 728:
  - Updated MonsterStatuette (removed Tormented Minotaur, because SVN added Minotaur);
  - Commented Ferret, Squirrel, TormentedChains, MinotaurHedge and Reptalon;
  - Nerun's files for RunUO 2.1 versions of these mobiles was updated with RunUO SVN 728 versions;
  - Commented TormentedMinotaurStatuette, because SVN added a Minotaur Statue and I don't know if it is the same thing.

Rev. 16 (17-Jul-2011)
- Small changes to Spawn and Unload gumps.

Rev. 15 (09-Jul-2011)
- Updated patch to work with RunUO SVN 679.

Rev. 14 (06-Jul-2011)
- Treasure Chests gumps fixed (Obsidian Fire's file).

Rev. 13 (04-Jun-2011)
- Added reagents maps for Trammel and Felucca facets (MegaSpawner files);
- Spawn and Unload Gumps updated.

Rev. 12 (02-Jun-2011)
- Updated SpawnGen engine: added type "reagents". Instead of start a premium spawner in a map file with a "*", start the line with a "r", but do not add creatures. Example: "r|||||||1420|1695|0|0|5|10|100|100|1|100|0|0|0|0|0" will spawn random 100 reagents at coordinates x 1420 y 1695. P.S.: just works in map files, not "in-game". To add reagents to a spawner in-game, you need to write all the reagents names inside the premium spawner.

Rev. 11 (23-Feb-2011)
- Fixed bug in Heartwood vendors that were not spawning.

Rev. 10 (28-Jan-2011)
- Fixed server crash issue with Orc Scout ability to Stealth.

Rev. 9 (11-Jan-2011)
- South Malas map 100% revised;
- Added AOS mobile: Sphynx (fortune rewards not working).

Rev. 8 (10-Jan-2011)
- Malas spawn maps revised for OSI accuracy (mainly animals in South map).

Rev. 7 (09-Jan-2011)
- Malas spawn maps revised for OSI accuracy (mainly Orc Forts, and small ones at Vendors, North and South);
- Added Malas Decorations for OSI accuracy (Orc Forts' doors).

Rev. 6 (07-Jan-2011)
- Correcting erroneous use of TortoiseSVN in Rev.4: last fix;
- Sorry for any inconvenience.

Rev. 5 (07-Jan-2011)
- Correcting erroneous use of TortoiseSVN in the last revision.

Rev. 4 (07-Jan-2011)
- Added support to RunUO SVN from 657 up to 663 (optional patch).

Rev. 3 (06-Jan-2011)
- Added support to Universal Uninstaller;
- Tutorials small revision.

Rev. 2 (06-Jan-2011)
- Added Ter Mur locations to "Go" gump and to Joeku's Staff Runebook.

Rev. 1 (05-Jan-2011)
= Nerun's Distro v5.2.5 for RunUO 2.1 plus:
- Fixed "Z" coordinate of Holy City's healer/healerguildmaster in termur\vendors.map;
- Fixed wrong comments in \Engines\Spawner\PremiumSpawnerGump.cs (## instead of //).

Thanks to *Callandor2k*.