

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*.