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*.