Update Log

*Version 0. 1 BETA*

* /stats has been fixed.
* /ahelp has been added to present you the admin commands depending on your admin level [ Still needs to be written.]
* Katana has been removed as a weapon, as its a Non-RP weapon.
* /changeclothes has been fixed to charge the proper amount of money.
* Login system has been fixed.
* New hospital bill and hospital spawn has been made, improved text and visuals.

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*Version 0. 1.1 BETA*

* Hospital text has been recolored and the bug that the hospital was not taking your drugs and weapons has been fixed.
* Prison cells have been blocked from entering becaues of the bug that makes you fall from the sky.
* /locker has been changed slightly to maintain some player privacy.

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*Version 0. 1.2 BETA*

* Donation level and packs has been added, you can now know your donation level when you type /stats.
* Admins have commands to increase and decrease donation levels for users.
* /stats now will be colored by your donation level, excluding Bronze. Silver in silver and gold in gold.

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*Version 0. 1.3 BETA*

* Time needed to get a payday increased to 15 mintues (900 seconds).
* **Major** bug that allows people to use admin commands without actually being an admin has been fixed.
* You can now send people to Los Santos pershing square.

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*CONTINUE*

*↓*

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*Version 0. 1.4 BETA*

* Many bug fixes!
* **Major bug** that allowed you to use other admin commands without being an admin has been fixed.

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*Version 0. 1.5 BETA*

* You are now able to purchase a Colt 45 from the hidden spot if you are a gold donator.
* Admin commands have been adjusted to fit the right level.
* Some commands have been deleted.
* /getweap have been adjusted with new prices and few items have been removed from buying as they are non-realistic to have in prison.
* /asetlevel have been added for level 5 admins to set (promote) Helpers/Admins levels for user **who already** anAdmin/Helper.
* /aremovelevel have been aded for level 5 admins to remove (demote) Helpers/Admins levels for users **who already** an Admin/Helper.
* /set has been adjusted to fit the correct Admin level.
* /hset has been added to allow level 3 Helpers to change few things regarding the users. (Age, Skin etc’.)
* /ahelp has been rewritten and has been adjusted to fit the screen properly.
* /hhelp has been added for the helpers to see their commands.
* Fixed some typos and mistakes in the text’s.

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*Version 0. 1.6 BETA*

* Added an anti-weapon hack, no more weapon spawning.
* Few bug fixed.

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*Version 0. 1.7 BETA*

* /hfreeze and /hunfreeze has been added for level 3 helpers to freeze and unfreeze users.
* Admins and Helpers now have a Forum Name in /helpers and /admins.
* Admins and Helpers now have a level and level name in /helpers and /admins.
* Level 5 admins can now /setalevel to set a user Forum Name.

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*Version 0. 1.8 BETA*

* Added a clothes shop in the prison yard.
* /changeclothes has changed to /buyclothes.

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*Version 0. 1.9 BETA*

* /help has been rewritten correctly.
* All the help comamnds are now working and present the proper commands. (/cellhelp, /factionhelp and etc’.)
* Now you need to wait 40 seconds before you can accept death, and that’s to allow other users to RP with you before you disappear.
* Death clinic bill has been adjusted to 200$ instead of 50$.
* Admin jail has been fixed and completly rewritten.
* [MAP] Prison exterior has got some changes to create a much more realistic prison experience.
* New commands to help admins.
* Few commands have been removed.
* Many bug fixes.

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*Version 0. 2 BETA*

* [MAP] The weapon and drug smuggling area has been changed and added a unique place to get it.
* [MAP] Added a 24/7 store near the clothing shop.
* Some typos had been fixed and some texts have been rewritten.
* Some bug fixes.

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*Version 0. 2.1 BETA*

* Fixed bugs regarding the animations.
* /pedmove is now called /walk.
* Added /gwalk for specific gangster walk animations.
* Few minor bug fixes.

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*Version 0. 2.2 BETA*

* Food Supplier and Garbage Picker are now blocked from joining because they are bugged.
* [MAP] Added a new warehouse inside the prison.
* [JOB] New job has been added “Warehouse Worker”, job is about running around with boxes and placing them around the warehouse.
* Added new commands for the “Warehouse Worker” job.
* [JOB] Table Cleaner job paycheck has been lowered to 22$.
* Command /stats has been adjusted once again.
* /fixplayer now removes the box from the Warehouse and fixes player animation.
* /fixjob has been added to fix players job variables, depending on players current job.
* Weapons price and cooldown time has been adjusted, as it was really low.
* Minor bug fixes.

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*Version 0. 2.3 BETA*

* Added a ‘Admin Duty’ system. [Use /aduty]
* [JOB] The Warehouse Worker box have been improved.
* Drugs now give you armor depending on the drug type.
* /admins have been once again reworked. (Better visuals and information)
* [MAP] The prison store has been completely re-mapped.
* The prison prices and products have been updated. (New items ☺)
* All the prison store items have been balanced regarding the amount you can hold on yourself.
* /cmds has been improved slightly.
* /help has been improved.
* /smoke is now /smokelean.
* /buyclothes have been fixed and improved!
* Some texts have been re-written.
* Too much bug fixes!

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*Version 0. 2.4 BETA*

* Using crack, smoking joints, smoking a cigar, rolling joints all now have a cooldown.
* /getdrugs crack has been fixed.
* New commands added.
* /cmds has been re-written.
* Some text have been adjusted and re-written to fit screens.
* Huge pile of bug fixed! [Biggest bug-fix update ever]

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*Version 0. 2.5 BETA*

* Added new command called /hduty for Helpers Duty option.
* [MAP] The map has been updated and added new things to make the prison look much more realistic.
* New bench-press system, you train your muscle and your punches get stronger.
* Some more bug fixes that i forgot last time.

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*Version 0. 2.6 BETA*

* Added a GUI to the Bench Press textdraw.
* Some bug fixes regarding the Bench Press new option.

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*Version 0. 2.7 BETA*

* Improved few admin commands and the anti-cheat system.
* Minor bug fixes.

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*Version 0. 2.8 BETA*

19/05/2014

* Semi fixed the cell creation in ‘Cell Block A’.
* Improved some commands errors.
* Improved Admin Jail system and command overall.
* Fixed a bug where you could infinitely stay muted.
* Few improvements have been made for the Admin Commands log.
* Improved the cell entrance/leaving – also the text is now colored white so it will be more readable then before.
* Fixed the spawn/teleport bug that you fall through the floor in cellblock ‘B’ – also added labels in cellblock ‘B”.
* Improved the text labels overall at the server.
* Added new text labels and arrows to indicate locations around the server.
* Added a Hidden Admin system.
* Fixed couple of command texts and typos.

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*Version 0. 2.9 BETA*

20/05/2014

* Now your Health and Armor saves and it updates upon log-in.
* Cell system has been improved.
* /storeweapon – has been fixed.
* /takeweapon – has been fixed.
* /cellstats – has been fixed.

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*Version 0. 2.9.1 BETA*

23/05/2014

* Fixed /cellcreate & /cellcreate2.
* [MAP]Started working on a new Prison Interior.

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*Version 0. 2.9.2 BETA*

03/06/2014

* /stats has been fixed to show the proper Health & Armor.
* /rolljoint – cooldown decreased to 5.5 minutes instead of 15.
* /smokejoint – cooldown decreased to 1.4 minutes instead of 5 minutes.
* High from joint changed to 2.5 minutes instead of 3.
* Fixed /usecrack and /smokejoint to properly work and set your armor.
* /usecrack – cooldown decreased to 5.45 minutes instead of 9 minutes.
* Fixed spawning at the sky when registering.
* Added /setgrank for level 5’s and 6’s to promote user ranks in gangs.
* Small bugs and typo’s.

*Version 0. 2.9.3 BETA*

06/06/2014

* Fixed /give wapon to work with any gun.
* Fixed /o not displaying your message if you got a Aname – Also changed to [GLOBAL OOC].
* Fixed a bug that you get a playing hour even if you haven’t been logged on enough.
* Playinghours is now your score.
* Bench Press is now usable.
* Fixed /get, /go, /send.
* Fixed bench-press system.
* Reworked the bench-press damage system.
* Added /skick (Silent Kick) for level 2 and above admins.
* Added godmode for on-duty admins.
* Fixed Taser effect and /low, death, Tased chat.
* Added new stock ‘PlayNearBySound’ to play sounds to nearby players.
* Added /arevive for admins to revive dead players.
* Fixed a major bug that made you to connect to accounts without typing the password.
* Fixed an issue with account saving.
* Fixed /r.
* Added /f for faction chat.
* Added /dispatch for factions to talk between them.
* Fixed minor bugs.

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*Version 0. 2.9.4 BETA*

07/06/2014

* Added /ame.
* Added new stock ‘SendNearByChatMessage’ to send chat messages (regular talking) with distance.
* Changed the regular chat to ChatMessage.
* Reworked /me and /do, added /c for no animation chat.
* Added AFK timer above your head.
* Fixed minor bugs with previous update.

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*Version 0. 2.9.5 BETA*

11/06/2014

* Made a /mask system for all SILVER donors and above. (Bugged)
* Admins now get a message when somebody dies.
* Removed /agivedonation & /aremovedonation and replaced it with /setdonator.

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*Version 0. 2.9.5.1 BETA*

12/06/2014

* Made a change to mask system in attempt to fix it.
* Started modifying how admin commands work and made command alerts.
* Started making final “polishing” on the script to prepare it for finalizing.
* Made a Head of Helpers position in the script. (Helper Level 4).
* Fixed and changed minor things in the script.
* Made a slight adjustment to /b.

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*Version 0. 2.9.6 BETA*

13/06/2014

* Removed Admin Unset and made you to have your name instead.
* Minor adjustment to /ooc.
* “Polished” more commands.
* On duty admins now see the player name if the player is masked.
* Added command for admins to get the player ID the mask belongs to, /getmaskname (valid only if the player is connected and currently masked).
* Bronze donors and above can leave their job without playing 5 hours in their job.
* You now get a PlayingHour even if you haven’t made any work, its if you work in your job you get a JobHour.
* Redid the PayCheck text and system, you now get 50$ even if you don’t work.
* Added cell tax of 15$.
* Bronze donors and above don’t pay the Cell Tax.
* Death bill has been decreased to 100$ instead of 200$.
* Fixed couple of typos.
* Added weapons log.
* Added mask-name log.
* Increased RCON security.

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*Version 0. 2.9.6.1 BETA*

17/06/2014

* Fixed an issue with Offline Admin Jail.
* Created user “profiles” that saves all punishes you received.
* Remade few commands and deleted the /fine command.

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*Version 0. 2.9.6.2 BETA*

21/06/2014

* Remade the /helpme system.
* Made a /requestadmin system.
* Remade /hm and /am.

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*Version 0. 2.9.6.3 BETA*

26/06/2014

* Admins now get helpme’s if there are no helpers online.
* Admins can now accept helpme’s.
* Remade the /helpers and /admins texts.
* Fixed a bug that users could revive themselves by clicking a button.
* Added a 1.5 seconds freeze when spawning in the prison to avoid people falling.
* Slight bug fixes from previous updates.

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*Version 0. 2.9.6.3.1 BETA*

27/06/2014

* [MAP] Some more mapping at the interior, added gym and toilets, made preparations towards the secret drug spot.

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*Version 0. 2.9.6.3.2 BETA*

* Attempted bug fixes for the CJ skin upon death.
* Attempted bug fix for health loading upon death.

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*Version 0. 2.9.6.3.2 BETA*

30/11/2014

* Silver donators and above don’t pay the death bill anymore.
* Fixed few small typos and bugs.
* Fixed locker deposit problem.

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*Version 0. 2.9.6.3.3 BETA*

05/12/2014

* Added payment for Admins.
* Added payment for Helpers.
* Added /report.
* Added /maskreport.

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*Version 0. 2.9.6.3.4 BETA*

06/12/2014

* /eatmeal is now /takemeal – also it adds a tray of food when you take a meal.
* Added a command to place trays on tables /putmeal.
* Added 1 working table to place meals and take meals from.
* Added /foodhelp and /foodcmds to help new players.
* Table Cleaner job has been adjusted to the new script.
* Removed /cleantable and instead you have /washtray now.
* Adjusted Dispatch/Radio color.
* [MAP] Improved the prison interior.

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*Version 0. 2.9.6.3.5 BETA*

07/12/2014

* /pickmeal & /putmeal are now /picktray & /puttray.
* You now need to place the washed trays inside a stash.
* Fixed a bug where you could take infinite meals even if you already had one in your hands.
* In order to gain a meal from the Cafeteria you need washed trays to be available, every meal takes 1 tray away and every time a Table Cleaner worker places a clean one it gains one to the stack.
* Improved the table placing system, you can now place any object that indicated in the script on the table.
* Objects players are holding are now saved on a server-sideded variable.
* [MAP] Improved the kitchen.

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*Version 0. 2.9.6.3.6 BETA*

11/12/2014

* Hidden admins no longer show on /o & /b.
* Hidden admins now logged in /o & /b as their regular admin name.
* Fixed minor issues and text typos.

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*Version 0. 2.9.6.3.6.1 BETA*

16/01/2015

* Fixed anti paycheck spam system.
* Fixed small things in the paycheck system.
* Table Cleaner job no longer pays the cash up-front but gives that to your paycheck.
* Fixed minor issues and text typos.

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*Version 0. 2.9.6.3.6.2 BETA*

04/03/2015

* Fixed small bug that you could wash trays even if you didn’t hold one in your hand.
* Added /trackpms & /stoptrackpms for admins to track PM’s for certain users. (WORKS ON ADMINS AND HELPERS TOO)

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*Version 0. 3 BETA*

13/03/2015

* [MAP] Added an ALPHA version of the exterior.
* [MAP] Updated to a newer and improved interior [still needs work].
* Added a gate at the entrance of the prison exterior, openable by clicking F near the button (only from inside of the prison).
* Added a mini-sound that plays if you got a paycheck.

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*Version 0. 3.0.1 BETA*

17/03/2015

* [MAP] Updated the exterior.
* [MAP] Added a garbage room for the garbage man job.
* [MAP] Added a yard control room.
* [MAP] Added new Clothing Shop in the prison yard.
* Improved the skin buying system.
* Added a yard door.
* Donators level 2 do not pay skin changing fee.
* Added a new system preventing crashing when logging-in.
* Added the ability to climb the rope on the yard. (/climbrope)
* Solved the bug that made you male when you registered as a female.
* Fixed few bugs.

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*Version 0. 3.0.2 BETA*

19/03/2015

* [MAP] Added DoC armoury.
* Changed DOC duty to be a more bluish color.
* Fixed the spawn after you finish the A-Jail time.
* You now can move while being cuffed.
* Added new Prison ID, /showprisonid.
* Few small bug fixes.

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*Version 0. 3.0.3 BETA*

20/03/2015

* [MAP] Mapped the prison 24/7.
* Improved the prison store with new products like; Sandwitch, Plastic Bags and Dice.
* Updated the prison store prices.
* Fixed registration bug.
* Added /dice system.
* Added /coin system.
* Changed the meal texture.
* Added dice to be given through /give.
* Added a command for level 5 administrators to play music.

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*Version 0. 3.0.4 BETA*

23/03/2015

* Made an attempt to fix the AFK bug.
* Players below 5 playing hours cannot use /pay anymore to avoid money abuse.
* Players below 5 playing hours cannot hold any weapon.
* Players below 5 playing hours will no longer be able to be given a weapon.
* Made an improvement to the anti-cheat.
* Some changes and adjustments to the script.
* Fixed few typos.
* Fixed few bugs.

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*Version 0. 3.0.5 BETA*

27/03/2015

* [MAP] Added the DoC offices inside the prison interior.
* [MAP] Added registration area.
* Added ticket system, /useticket to use a ticket code (if you have one).
* Added an application for newly registered players.
* Fixed /coin crashing the server.
* Remade the DoC locker to a better version.
* Added beanbag shotgun (untested).
* Adjusted Colt 45, MP5 damage.
* Rescaled Desert Eagle damage once again.
* Fixed bugs with custom damage.
* Fixed few bugs.
* Fixed few typos.

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*Version 0. 3.0.6 BETA*

01/04/2015

* [JOB] Remade the cafeteria worker job.
* [MAP] Mapped the prison library.
* You now have to study in the library in order to be able to craft certain items, depends on your intelligence.
* Added lots of new animations and upgraded existing ones with additional animations.
* Fixed /shakehand.
* Fixed talking animation.
* Added animation to /shout and /time.
* Increased cell tax to 25$.
* Fixed the beanbag bug.
* Adjusted the damage of a knife, baseball bat, stick, nite stick and brass knuckle.
* Getting stabbed with a knife can now cause you to have bleeding effect; the bleeding is stronger the more you get stabbed.
* Added /bandage for DoC and EMT to bandage bleeding people (including them).
* Fixed the admin duty health & armor not setting back to original once the admin goes off duty or logoff.
* Serval bug fixes.
* Made few optimizations to the script.

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*Version 0. 3.0.6.1 BETA*

05/04/2015

* [MAP] Exterior was updated to a new version with more details and yard guard tower.
* [JOB] Added a trash-man job.
* Disabled the usage of /exam due to the script being incomplete.
* Fixed critical error that erased accounts.
* Fixed and adjusted minor bugs/settings.

*Version 0. 3.0.6.2 BETA*

05/04/2015

* Fixed the Cafeteria job bug.
* Fixed the Garbage Man job bug.
* Adjusted the Cafeteria trays spawning timer.
* Fixed some bugs.

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*Version 0. 3.0.6.3 BETA*

06/04/2015

* [MAP] Added special inmate housing.
* Fixed the tray not spawning.
* Added Kevlar for DOC inside their duty locker.
* Made an attempt to fix the talking animation not stopping.
* New registrators in the tutorial zone will not take damage.
* Decreased slightly the amount of money you get from jobs.
* Fixed /gwalk and /walk.

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*Version 0. 3.0.6.4 BETA*

07/04/2015

* You no longer lose your current gun on death.
* You now cannot ‘toggle’ with the mouse wheel between weapons and you have to pocket them in order to carry two weapons on you.
* Added commands /pocketweapon & /pullweapon [SLOT-ID], regular players can have 2 slots, Donators level 3 get an extra slot.
* Serval bugs had been fixed.
* The following weapons will be presented (on you) if you have them (even pocketed);

Nite-stick, Baseball Bat, Shotgun, M4.

* As the weapon anti-cheat didn’t cause any problem this far, instead of kicking it now bans the player.
* Added the ‘smuggleable’ knife in the kitchen.

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*Version 0. 3.0.6.5 BETA*

08/04/2015

* [MAP] Fixed all the map bugs and exploits.
* Paydays are now player-sided means every player has its own payday timer, once it reaches 60 minutes he will get his payday (even if he logoff it saves).
* The map draw distance has been decreased slightly also tick-rate was increased to lower lag.
* Optimized the script a bit, making the script run quicker.
* [JOB] Garbage job payment has been fixed

*Version 0. 3.0.6.6 BETA*

09/04/2015

* Fixed /celldeposit, /cellwithdraw, /takeweapon, /storeweapon.
* Added /cellstats to check your cell belongings.
* Added /cellcheck for DOC rank 8 and above to check cells.
* Added /unlockcell for DOC rank 5 and above to unlock cells.

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*Version 0. 3.0.6.7 BETA*

09/04/2015

* [JOB] Added Laundry Worker job.
* [MAP] The whole map was improved with more detail and few areas were widened.
* [MAP] Added laundry.
* [MAP] Added showers.
* [MAP] Added Housing Unit ‘C’ – you can call this the Vinewood of cells.
* /frisk is now properly working.
* Fixed few typos.
* Fixed few minor bugs.

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*Version 0. 3.0.6.8 BETA*

13/04/2015

* [MAP] Fixed serval mapping issues.
* Added the bench press system at the yard.
* Fixed the garbage job not paying.
* Your hunger (health) now slowly drops.
* Helpers can now review and accept applications.

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*Version 0. 3.1 BETA*

XX/XX/2017

* [PLUGIN] Updated the Streamer plugin.
* [MAP] Fixed and improved mappings around the prison.
* [MAP] Added the smuggle area.
* [JOB] Added two new stackable clothes to the laundry job.
* [ITEMS] Added new items in the game.
* Added few Actors in key locations around the map.
* You can now change your fight-style at the prison gym.
* Added an inventory system (CLICK: Y to present it).
* [SMOKING SYSTEM] Now you get a proper object representing what you are smoking, also your player on a random time will tap on the cigarette/joint to remove the ash.
* You can use /ciggy to change the location of your cigarette/joint (mouth/hand).
* Admins can now use /checkinv to check other users inventory.
* You can drop items from your inventory into trash cans.
* You can now withdraw weapons from your inventory instead of using a command.
* Added a ‘Black Market Smuggler’ which serves as a dealer to the illegal items.
* Silver donators can now use /autopm to set an automatic PM.
* Bronze donators are able now to use /togpm to toggle their PM’s.
* Admins can now use /ajails to see all active A-Jails at the moment.
* Admins can now force paychecks on players.
* Donators now get interest rate based on their locker money every paycheck.
* Changed few administrator commands level.
* Rewrote /ah | /ahelp & /hh | /hhelp.
* Improved the helper’s /fixplayer.
* If your IP match to the previous one used on the account, you will be auto-logged in.
* [BUG] Fixed a bug that there was always 1 missing tray from the tables.
* [BUG] Fixed Helper’s /fixplayer.
* [BUG] Fixed the bug that after washing a tray you couldn’t /takemeal.
* [BUG] Fixed a bug with /go & /send.
* [BUG] The ticket system no longer crashes the server and now works properly.