

Looks like another massive update has been released for Counter-Strike:Source!

Please restart your server(s) for the update to take effect.

- Added Steam Clan Tag support ( Set yours in Options->Multiplayer->Advanced )
- Added new achievement "CLAN WARFARE": Win a match of at least 10 players where the entirety of each team is composed of a single clan.
- All weapon fire rates now tuned to match their pre-update, tickrate 100 equivalents. ( <http://forums.steampowered.com/forums/showthread.php?t=1368659> )
- Added automatic server tagging for some server convars ( "mp\_startmoney", "mp\_friendlyfire", "bot\_quota", "sv\_nostats", "sv\_allowminmodels" )
- Fixed some issues for players who were experiencing stat corruption.
- Fixed several server crash exploits.
- Fixed server commands "sv\_disablefreezecam" and "sv\_nowinpanel" not working on dedicated servers.
- Adjusted some DX9 shaders to look more like their DX8 counterparts, e.g. flashbang effect.
- Community Requests:
- Fixed entity I/O messages "OnPlayerPickup" and "OnPlayerUse".
- Restored UTF-8 support in the console.
- Added env\_hudhint entity, for use in custom maps (The allplayers flag must be set for the hint to work in Counter-Strike.)
- Added client convar "sv\_hudhint\_sound" to turn off emit sound for hud hints.
- Restored the "cl\_minmodels" client convar.
- Added server convar "sv\_allowminmodels" that allows them to prevent clients from using "cl\_minmodels".
- Added a button to Options->Multiplayer that allows players to reset their in-game stats.
- Note: Due to the nature of stats corruption, it is not possible to automatically fix all types of stats (such as weapon statistics reflecting usage of the wrong weapon). Players who suspect their stats are incorrect and wish to start fresh may want to use the new stat reset feature.