



S.A.O.R.S. ASI by HM128

S.A.O.R.S. is a C++ project, which allows you to listen audio from the files or the WEB, instead of these static included in GTA San Andreas. Thanks to DK for CPatch.h, un4seen for BASS and SimpleIni by Jellycan Code.

Sorry for the long time waiting, I decided to release a new version SAORS.

| Beta 8 |
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| <ul style="list-style-type: none"> • mp3 crash fix • You can load mp3 file from anywhere • Fixed game switching sounds between radio stations • Better changelog file • SAORS manager |
| Beta 7 |
| <ul style="list-style-type: none"> • Text color fix • Minor bugfixes |
| Beta 6 |
| Radio now is getting lower volume when is too loud when cutscene audio is playing |
| Beta 5 |
| Critical error fixed, update reccomended. Game was quitting after few minutes of play |
| Beta 4 |
| SAORS now working on individual thread |
| Beta 3 |
| Works faster, but still beta |
| Beta 2 |
| Weird problem with radio switching sound on bikes is fixed |
| Beta 1 |
| <ul style="list-style-type: none"> • No more splash logo, ASI plugin • You can replace original Radio Station names without editing GXT files • Better configuration file • You can adjust colors of Radio Stations in game and it will not affects other game colors anymore • You can replace original Radio Station switch sounds • You can listen radio stations from the url and from the files, if no file or URL is found, it switches to original |

