Dragonade

Major update version.

Version 1.6Additions:
  - Added support for broadcasting to multiple GameSpy master servers.
  - Added settings "EnableMultiWeaponDrop" and "EnableWeaponCarryOver" to the Loot Game Feature.
  - Added vehicle drop off positions for more fan maps.

 Changes:
  - Players can now repickup weapons they've dropped with the "!drop" command after a short delay.
  - The Power Crate will now affect both teams instead of just one.
  - The Stealth Crate can now be picked up by vehicles on servers that are TT only.
  - Tweaked the Exclusive and Remove Weapon systems so they work better on servers without infinite ammo.
  - The Random Vehicle and Overhaul Crates can now grant vehicles from the alternate skin slots of the PT.
  - Moved "GameSpyQueryPort" setting to da.ini.

 Bug Fixes:
  - Fixed possible crash on building death.
  - Character Refunds now work again.
  - Fixed Power Crate not working correctly on maps with multiple base defenses.
  - Fixed vehicles unlocking when their owner switches characters.
  - Fixed crate spawners not working on some fan maps.

http://black-cell.net/DA1.6.1.zip