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Subject: Dragonade 1.6.1

Posted by [Whitedragon](#) on Tue, 15 Jul 2014 01:07:03 GMT

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Dragonade

Minor bug fix version.

Version 1.6.1 Changes:

- The UAV Crate will now temporarily reactivate a team's radar if it is offline.
- Both teams can now have the UAV Crate active at the same time.

Bug Fixes:

- Partially fixed map names not showing up in the server info menu. (Full fix will be in TT 4.2 client)
- Fixed parachutes getting stuck on uneven terrain.
- The Vehicle Queue will now correctly respawn the Harvester when the Refinery is revived.
- Added a per-player weapon limit of 30 to prevent a crash.

<http://black-cell.net/DA1.6.2.zip>

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