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Subject: Dragonade 1.6.2

Posted by [Whitedragon](#) on Sat, 26 Jul 2014 23:47:33 GMT

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Dragonade

Minor bug fix version.

Version 1.6.2 Additions:

- Added "RebalanceScoreLimit" setting.

Changes:

- Players on teams other than Nod/GDI will no longer be affected by team remixing/rebalancing/swapping.
- The icons over Loot powerups now work for weapons with no powerup model.
- The vehicle limit reached message will no longer play on maps without a vehicle factory.

Bug Fixes:

- Fixed a client crash.

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

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