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Subject: Dragonade 1.8.1

Posted by [Whitedragon](#) on Tue, 06 Oct 2015 04:35:08 GMT

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Dragonade

Version 1.8.1 Additions:

- Added setting "IntermissionTime" which sets how long the score screen is displayed at the end of a game.

Changes:

- Kill messages for players destroying their own vehicles now only display if an enemy has recently damaged the vehicle.

Bug Fixes:

- Added some missing functions from the final release of TT 4.2.
- The "!stuck" command should now work in more situations.
- Fixed the object event type "ARMED".
- The "!killme" command can now kill you while in a vehicle.

<http://black-cell.net/DA1.8.1.zip>

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