Dragonade

Version 1.9Additions:
  - Updated to TT 4.3.
  - Updated to Visual Studio 2015.
  - Added DA log message for building revival.
  - Added HUD message console commands and functions that display a message in the middle of the HUD.
  - Crates and loot now display a HUD message when picked up.
  - New game feature "Chat Sounds" which allows you to setup sounds to play for certain chat messages.
  - New game feature "Purchasable Weapons" which allows players to purchase weapons with chat commands.

 Changes:
  - Changed maximum squad size from (current players/3) to ((current_players/6)+1).

 Bug Fixes:
  - Fixed rare crash when deleting a DAGameObjObserverClass.
  - Fixed blank game title when enabling GameSpy midgame.
  - Mutants can once again heal themselves with splash damage.
  - Fixed invisible vehicle death explosions for 4.3 clients.
  - Fixed some bugs caused by C4/beacons with no owner.

Any old plugins should be recompiled due to a few class changes.

If Visual Studio asks you to upgrade compilers when opening the project make sure to click cancel.

http://black-cell.net/DA1.9.zip