Subject: Dragonade 1.93 for Scripts 4.6.2 Posted by dblaney1 on Mon, 02 Oct 2017 18:49:33 GMT

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Edit: Added new DA 1.93 thats based on scripts 4.6 update 2.

Heres the files that were updated between 4.5 and 4.6:

DBScripts.cpp

imgBearHunter.cpp

imgBearHunter.h

JmgDeathMatch.h

imgMetroid.cpp

imgMetroid.h

JMGRenetBuster.h

JMGRenetBusters.cpp

imgUtility.cpp

jmgUtility.h

DB Innate.h

DefinitionMgrClass.cpp

dllmain.cpp

engine_tt.cpp

engine tt.h

engine_ttdef.h

DB_General.h

DB_Innate.cpp

DB_Research_Terminals.cpp

DB_Research_Terminals.h

DBIKScripts.cpp

DBIKScripts.h

I ported Dragonade to scripts 4.6 and am releasing it to the public. This is unmodified Dragonade 1.9 with all the scripts and engine changes made between scripts 4.3 and 4.6 applied to it. No other changes were made. The prebuilt binaries are included as well as the source code.

Please let me know if this works on your servers. Make sure you update your server bits to the 4.6 ones on the tiberian technologies website.

File Attachments

```
1) DA1.92-scripts 4.5.zip, downloaded 401 times
```

2) DA1.93-scripts 4.6.zip, downloaded 359 times