
Subject: Dragonade 1.8

Posted by [Whitedragon](#) on Sun, 17 May 2015 07:53:41 GMT

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Dragonade

Version 1.8 Additions:

- Added a message when squads are created.
- The beacon deployment team message now works with buildings that aren't

BuildingGameObjs.

- Added an indication when the Second Wind Crate triggers.
- You can now talk in squad chat by paging yourself.

Changes:

- Squad radar has been re-enabled now that changing radar works again.
- Maximum squad size is now capped at a third of the current player count.

Bug Fixes:

- Added some missing functions/exports.
- Fixed the ban system not reading or writing to the ban database.
- Fixed various bugs in the squad system.
- Damage events doing 0 damage will once again call GameObjObserverClass::Damaged. (For real)
- Reduced weapon limit to 28 to prevent a crash/gameplay pending issue.
- Fixed pages to the host being logged twice.
- Fixed team rebalancing sometimes not occurring when it should have.
- Fixed Get_Damage_Warhead.
- Fixed a crash in the disable list if an invalid preset was used.

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

Subject: Re: Dragonade 1.8

Posted by [dblaney1](#) on Mon, 18 May 2015 03:36:39 GMT

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Thank you, the damage calls work as expected again.

Subject: Re: Dragonade 1.8

Posted by [Gen_Blacky](#) on Mon, 18 May 2015 03:45:00 GMT

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Subject: Re: Dragonade 1.8
Posted by [zunnie](#) on Tue, 19 May 2015 03:22:57 GMT
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Nice work.

Subject: Re: Dragonade 1.8
Posted by [Whitedragon](#) on Tue, 19 May 2015 21:53:51 GMT
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Updated with an additional crash fix.

Subject: Re: Dragonade 1.8
Posted by [Jerad2142](#) on Wed, 20 May 2015 01:23:44 GMT
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To think, I complained when 50+ weapons per player was causing a crash in 3.4.4, now its all the way down to 28 .

Subject: Re: Dragonade 1.8
Posted by [\[-HOH\]-szymek777](#) on Thu, 18 Jun 2015 18:34:38 GMT
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Pls update to 4.2

Subject: Re: Dragonade 1.8
Posted by [Gen_Blacky](#) on Sat, 27 Jun 2015 05:14:25 GMT
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Its is using 4.2

Subject: Re: Dragonade 1.8
Posted by [\[-HOH\]-szymek777](#) on Sat, 27 Jun 2015 12:48:11 GMT
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Scripts.dll file needs update
