
Subject: Dragonade 1.9

Posted by [Whitedragon](#) on Thu, 06 Apr 2017 19:47:28 GMT

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Dragonade

Version 1.9 Additions:

- 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>

Subject: Re: Dragonade 1.9

Posted by [zunnie](#) on Thu, 06 Apr 2017 20:23:57 GMT

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Very nice, thanks a lot!

Subject: Re: Dragonade 1.9

Posted by [dblancey1](#) on Sat, 08 Apr 2017 00:18:28 GMT

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How come you changed to VS 2015? 4.x is still using VS 2012.

Subject: Re: Dragonade 1.9
Posted by [jonwil](#) on Sat, 08 Apr 2017 00:34:57 GMT
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He didn't change compilers, he just started using the VS2015 IDE instead of the VS2012 IDE. I checked the source code and other than a few small bits that I alerted him to (mostly things that were changed in 4.3 that he didn't pick up), DA 1.9 is as it should be for 4.3.

Subject: Re: Dragonade 1.9
Posted by [Gen_Blacky](#) on Sat, 08 Apr 2017 03:53:06 GMT
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Thank you sir!

Subject: Re: Dragonade 1.9
Posted by [iRANian](#) on Mon, 17 Apr 2017 11:16:47 GMT
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BlockFakeBeacons doesn't work when the enemy team has no "fake building" (minor base defence like Turret and Guard tower)..because the FakeDistance that is calculated is 0.0 so it passes the distance check.

Subject: Re: Dragonade 1.9
Posted by [iRANian](#) on Tue, 18 Apr 2017 21:24:16 GMT
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oops forgot to post the fixed check:

```
// DA::Host_Message("Beacon placed, ped=%d, Block=%d, Distance=%f, FakeDistance=%f,
DamageRadius=%f", Ped, BlockFakeBeacons, Distance, FakeDistance,
Explosion->DamageRadius);
    if (BlockFakeBeacons && (!The_Cnc_Game()->BeaconPlacementEndsGame || !Ped) &&
Distance > Explosion->DamageRadius*Explosion->DamageRadius && (FakeDistance >
Explosion->DamageRadius || !FakeBuilding)) {
```

Subject: Re: Dragonade 1.9
Posted by [iRANian](#) on Sun, 23 Apr 2017 14:24:52 GMT

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When you purchase a Strong repair gun and then switch to Engineer, the Strong Repair gun is removed.

Or is it just my settings?

Subject: Re: Dragonade 1.9
Posted by [iRANian](#) on Sat, 29 Apr 2017 13:08:05 GMT
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Minor bug and only cosmetically significant.

When you trigger a sound listed in the Sounds list, the text typed by the player will be displayed in public chat even when he sent the message to the team (and maybe also when private messaging). But only the players on team or the receiver of the PM will see this 'public chat'.

Line 131 in da_chatsounds.cpp needs to be changed to:

```
cScTextObj *Text =  
Send_Client_Text(WideStringFormat(L"]\n95\n%hs\n", *Sound), Type, false, -2, -1, false, false);
```

The previous code had the text type argument for Send_Client_Text() hard-coded to PUBLIC

Subject: Re: Dragonade 1.9
Posted by [Whitedragon](#) on Sun, 30 Apr 2017 01:00:31 GMT
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1.9.1 will be coming soon to fix these small things.

Subject: Re: Dragonade 1.9
Posted by [iRANian](#) on Sun, 30 Apr 2017 08:05:17 GMT
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Code looking very good btw . Pleasure to read

Subject: Re: Dragonade 1.9
Posted by [Gen_Blacky](#) on Sun, 30 Apr 2017 20:27:10 GMT
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iRANian wrote on Sun, 30 April 2017 02:05 Code looking very good btw . Pleasure to read

I know right. Easy to read put together very well.

Subject: Re: Dragonade 1.9

Posted by [dblaney1](#) on Mon, 01 May 2017 17:34:23 GMT

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Yeah Whitedragons code is a joy to work with. Very well thought out and documented.

Subject: Re: Dragonade 1.9

Posted by [Gen_Blacky](#) on Wed, 14 Feb 2018 20:39:45 GMT

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Dumb question.
