
Subject: Dragonade 1.1

Posted by [Whitedragon](#) on Mon, 11 Mar 2013 22:54:46 GMT

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Dragonade

Major feature version.

Version 1.1 Additions:

- The Drop Weapons Game Feature is now the Loot Game Feature and includes support for dropping backpacks, DNA powerups, and generic powerups(health/armor/weapons).
The odds for what type of powerup will drop, and many other things, can be configured in the settings file.
- Backpacks, and the newly added DNA powerups, will now have an icon above them that shows what weapons or character they contain.
- The Parachutes Game Feature has been added. If enabled parachutes will automatically deploy when a player exits a flying vehicle above a certain height.
- Messages have been added for when players steal an enemy vehicle.
- Setting BlockFakeBeacons has been added and will prevent players from deploying beacons that would not damage an enemy building.
- Settings EnablePlayerKillMessages, EnableVehicleKillMessages, EnableBuildingKillMessages, and EnableBotKillMessages have been added to the Advanced Kill Messages Game Feature.
- Support for the vote keyboard shortcuts has been added.
- Keyboard shortcut "VehKick" has been added to trigger "!vkick all". Clients will need to add and bind this key in the extended options menu to use it.
- New console function "teammessages"/"thmsg" to send a host message to a specific team.
- Some new documentation and examples have been added to the example plugin.
- Added macros for simpler registering of global chat commands and key hooks.
- Added macro to register console functions.
- Events PowerUp_Grant, PowerUp_Grant_Request, Add_Weapon_Request, Add_Weapon, Remove_Weapon, and Clear_Weapons have been added to DAGameObjObserverClass.
- Chat commands that are triggered by key hooks will now be passed TEXT_MESSAGE_KEYHOOK as the chat type.

Changes:

- All player based events will now be passed the player's cPlayer instead of their SoldierGameObj.
- Vehicle shells will no longer spawn from AI controlled vehicles.
- The _VEHKILL log messages have been split into _VEHKILL(player controllable vehicles), _HARVKILL(harvesters), _BUILDINGKILL(turrets/guard towers), and _BOTKILL(any other AI controlled vehicle).
- The team messages generated by the Extra Radio Commands Game Feature and beacon deployments will no longer show up on IRC.

Bug Fixes:

- Fixed some memory leaks.
- CanRepairBuildings, IsFriendlyFirePermitted, and BeaconPlacementEndsGame now work correctly when used in da.ini or gamemode.ini.

- Fixed some color messages not working for players with scripts 2.6-3.4.
- Fixed DA not being able to compile in debug mode.
- Black Hand Rocket Soldiers in Domination mode will now work correctly with the Loot Game Feature.

Any plugins created with 1.0 will need to be updated and recompiled.

<http://black-cell.net/DA1.5.zip>

Up next: Crates, and oh what crates they will be.
