
Subject: Dragonade 1.4

Posted by [Whitedragon](#) on Fri, 09 Aug 2013 09:30:18 GMT

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Dragonade

Major feature version.

Version 1.4 Additions:

- A new ban manager has been added. It supports bans, ban exceptions, forceTTs, and forceTT exceptions.

Console functions are included to kick/ban/forceTT players, or add/remove/list bans, ban exceptions, forceTTs, and forceTT exceptions.

Log messages will be under the "_BAN" header.

- Settings sections "[Exclusive_Weapons]", "[Replace_Weapons]", and "[Remove_Weapons]" have been added. Together these can be used to prevent players from having multiple versions of the same weapon.

- Added per-crate settings "DisableInfantry" and "DisableVehicle" which can be used to turn a generic crate into a vehicle or infantry only crate.

- Added crate odds modifier "Stealth" which will be applied if the player or their vehicle is stealthed.

- Added crate odds modifiers "Vehicle" and "Infantry" which will be applied if the player is or is not in a vehicle.

- Added a warning message to players when they try to deploy a beacon on the pedestal when pedestal beacons are disabled.

- Settings "DisableDamagePoints", "DisableDeathPoints", and "DisableTeamScoreCounter" have been added.

- New setting "CreditsMultiplier" to control how many credits are granted per-point.

- New settings "NodRefineryDumpAmount", "GDIRefineryDumpAmount", "NodRefineryTickAmount", and "GDIRefineryTickAmount" to control how many credits Refineries grant.

- A BRenBot plugin is now included that will display DA's log messages on IRC.

- Settings "C4", "Beacons", "EnterVehicles", "DriveVehicles", and "StealVehicles" have been added to the per-character disable list.

- Added vehicle theft log messages under the "_VEHICLE" header.

- New console function "mapch" to check if a scripts 3.4 client has a given file.

- Added support for the cheat warnings sent by RR clients.

- Added "!vkills" chat command to get how many enemy vehicles a player has killed.

- Added "!killme" chat command that will kill a player after 10 seconds.

Changes:

- The formats for the damage and kill events have been changed. If your plugin uses these you will need to update them and recompile.

- The owner of a multi-seat vehicle will no longer always be put into the driver seat when entering their vehicle.

- The "!lock" and "!vkick" commands will now move the owner of the vehicle to the driver seat if they remove the current driver.

- Vehicles that have been put up for grabs with the "!free" command will now auto-bind when a

player enters them.

- The UAV Crate will now only mark stealth units when they're decloaked.
- Players will now remain in their vehicle when picking up the Overhaul Crate.
- Renamed "EnableStockKillMessages" setting to "DisableKillMessages".

Bug Fixes:

- The UAV Crate will now mark beacons.
- Fixed a bug where beacons placed on the pedestal could be incorrectly considered as fake.
- Fixed some bugs in the damage and kill events and removed the ugly workarounds that were previously used.
- The "VehiclesDestroyed" player stat now only counts enemy player vehicles.
- The "Squishes" player stat now works.
- Fixed responses to chat commands appearing in the chat window before the command itself.

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