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Subject: Dragonade 1.7

Posted by [Whitedragon](#) on Sat, 25 Apr 2015 04:57:35 GMT

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Dragonade

Version 1.7 Additions:

- Updated to TT 4.2.

Changes:

- Removed "MessageNick" setting.

Bug Fixes:

- Damage events doing 0 damage will once again call GameObjObserverClass::Damaged.

<http://black-cell.net/DA1.7.zip>

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