
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>
