Subject: Dragonade 1.93 for Scripts 4.6.2
Posted by dblaney1 on Mon, 02 Oct 2017 18:49:33 GMT
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Edit: Added new DA 1.93 thats based on scripts 4.6 update 2.

Heres the files that were updated between 4.5 and 4.6:
DBScripts.cpp
jmgBearHunter.cpp
jmgBearHunter.h
JmgDeathMatch.h
jmgMetroid.cpp
jmgMetroid.h
JMGRenetBuster.h
JMGRenetBusters.cpp
jmgUtility.cpp
jmgUtility.h
DB_Innate.h
DefinitionMgrClass.cpp
dllmain.cpp
engine_tt.cpp
engine_tt.h
engine_ttdef.h
DB_General.h
DB_Innate.cpp
DB_Research_Terminals.cpp
DB_Research_Terminals.h
DBIKScripts.cpp
DBIKScripts.h

I ported Dragonade to scripts 4.6 and am releasing it to the public. This is unmodified Dragonade
1.9 with all the scripts and engine changes made between scripts 4.3 and 4.6 applied to it. No
other changes were made. The prebuilt binaries are included as well as the source code.

Please let me know if this works on your servers. Make sure you update your server bits to the 4.6
ones on the tiberian technologies website.

File Attachments
1) DA1.92-scripts 4.5.zip, downloaded 327 times
2) DA1.93-scripts 4.6.zip, downloaded 286 times