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 1.1Additions:
  - 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 poweups, 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 "teammessage"/"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.

Subject: Re: Dragonade 1.1
Posted by iRANian on Tue, 12 Mar 2013 10:58:08 GMT
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How are you checking a beacon is fake or not? Are you checking building vertexes/meshes with the location a beacon is planted at? If you're checking the distance of the beacon location with the location of the building controller you'll get issues with people deploying beacons on the strip part of the Airstrip, they'll be regarded as fake beacons.

Subject: Re: Dragonade 1.1
Posted by Ethenal on Tue, 12 Mar 2013 16:22:15 GMT
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iRANian wrote on Tue, 12 March 2013 05:58How are you checking a beacon is fake or not? Are you checking building vertexes/meshes with the location a beacon is planted at? If you're checking the distance of the beacon location with the location of the building controller you'll get issues with people deploying beacons on the strip part of the Airstrip, they'll be regarded as fake beacons.
No I already saw, I'm pretty he sure he actually grabs the damage radius for the beacon from the presets and calculates if it's going to hit it or not. I could've be crazy or he could've changed this, but I'm pretty sure that's how he's checking for it.

By the way I LOVE YOU WHITEDRAGON
thanks for the release!

Subject: Re: Dragonade 1.1
Posted by iRANian on Tue, 12 Mar 2013 19:25:02 GMT
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Just checked it and it checks the damage radius to distance between closest poly and the beacon object, so it's good yeah.

```
void DAC4BeaconManager::Object_Created_Event(GameObject *obj) {
 BeaconGameObj *Beacon = (BeaconGameObj*)obj;
 if (Beacon->Get_Owner()) {
  BuildingGameObj *Building =
Get_Closest_Building(Beacon->Get_Position(),Beacon->Get_Player_Type()?0:1);
  if (Building) {
   ExplosionDefinitionClass *Explosion =
(ExplosionDefinitionClass*)Find_Definition(Beacon->Get_Definition().ExplosionObjDef);
   float DamageRadius = Explosion->DamageRadius*Explosion->DamageRadius;
   float Distance = 0.0f;
   Building->Find_Closest_Poly(Beacon->Get_Position(),&Distance);
   if (Distance > DamageRadius) {
    Set_Bullets(Beacon->Get_Owner(),Beacon->Get_WeaponDef()->Get_Name(),2);
    Beacon->Set_Delete_Pending();
    DA::Page_Player(Beacon->Get_Owner(),"Beacons may only be deployed where they would
damage an enemy building.");
   }
  }
 }
}
```

Subject: Re: Dragonade 1.1
Posted by Whitedragon on Tue, 12 Mar 2013 22:21:42 GMT
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iRANian wrote on Tue, 12 March 2013 03:58location of the building controller
What do you think this is, 2006?

Subject: Re: Dragonade 1.1
Posted by iRANian on Tue, 12 Mar 2013 23:47:20 GMT
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except for the rampant cheating part i wish

Subject: Re: Dragonade 1.1
Posted by danpaul88 on Sun, 31 Mar 2013 10:07:26 GMT
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Rather than modifying the scripts.dll source and making it stuck to a specific version of SSGM,
why not move the functionality into an SSGM plugin?

Subject: Re: Dragonade 1.1
Posted by Ethenal on Sun, 31 Mar 2013 16:37:33 GMT
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danpaul88 wrote on Sun, 31 March 2013 05:07Rather than modifying the scripts.dll source and making it stuck to a specific version of SSGM, why not move the functionality into an SSGM plugin?
Believe me I know what you mean since I merged the 4.0 final files with the RC1 files in this build by hand, but I don't think he could get away with half the changes he makes in an SSGM plugin.

Subject: Re: Dragonade 1.1
Posted by BAGUETTE on Mon, 01 Apr 2013 01:52:50 GMT
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Ethernal install Dragonade on the jelly fw server, the bot is retarded that is on it at the moment!

Does this version of Dragonade include all the fun commands you could used when BC did community matches?

Subject: Re: Dragonade 1.1
Posted by Xpert on Mon, 01 Apr 2013 12:05:11 GMT
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VuLTiMa wrote on Sun, 31 March 2013 21:52
Does this version of Dragonade include all the fun commands you could used when BC did community matches?

No, but with a touch of coding, you can bring that to life.

Subject: Re: Dragonade 1.1
Posted by Whitedragon on Mon, 01 Apr 2013 22:07:26 GMT
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I haven't had a chance to port them from the old DA since they aren't very important. At some point I will add them, along with the build mode I have.

Subject: Re: Dragonade 1.1
Posted by BAGUETTE on Mon, 01 Apr 2013 22:30:01 GMT
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Hehe nice

Xpert wrote on Mon, 01 April 2013 05:05VuLTiMa wrote on Sun, 31 March 2013 21:52
Does this version of Dragonade include all the fun commands you could used when BC did community matches?

No, but with a touch of coding, you can bring that to life.

Yea last summer when bored I played around with some of the stuff with Irans help, but my assignments quickly got in the way of that

---

Subject: Re: Dragonade 1.1
Posted by Ethenal on Tue, 02 Apr 2013 13:59:34 GMT
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VuLTiMa wrote on Sun, 31 March 2013 20:52Ethernal install Dragonade on the jelly fw server, the bot is retarded that is on it at the moment!

Does this version of Dragonade include all the fun commands you could used when BC did community matches?
Dragonade isn't the bot, lol. That's not ever going to change.

Subject: Re: Dragonade 1.1
Posted by ehhh on Tue, 02 Apr 2013 15:41:15 GMT
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the bots fine, i like the fact it takes crush 345 times to change the next map, its quite amusing

---

Subject: Re: Dragonade 1.1
Posted by BAGUETTE on Tue, 02 Apr 2013 19:34:29 GMT
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Ethenal wrote on Tue, 02 April 2013 06:59VuLTiMa wrote on Sun, 31 March 2013 20:52Ethernal install Dragonade on the jelly fw server, the bot is retarded that is on it at the moment!

Does this version of Dragonade include all the fun commands you could used when BC did community matches?
Dragonade isn't the bot, lol. That's not ever going to change.

Huh I know Dragonade isn't the bot

I was reffering to what trist is on about, gameover doesn't work properly, nor does setnextmap

---

Subject: Re: Dragonade 1.1
Posted by ehhh on Tue, 02 Apr 2013 19:35:59 GMT
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works after a while, so its usually fine

more bothered by it not been passworded some of the time, so when wol goes down, everyone joins and crush has to kick them all

---

Subject: Re: Dragonade 1.1
Posted by Ethenal on Wed, 03 Apr 2013 03:32:47 GMT
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I'm not aware of any of this, but you should probably be telling me about any problems with the funwar rather than in a random thread on RenForums

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Subject: Re: Dragonade 1.1
Posted by ehhh on Wed, 03 Apr 2013 04:35:21 GMT
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Yeah vultima