Dragonade

Major feature version.

Version 1.2Additions:
   - Added setting "ForceTT". This can be used in three ways:
    0: Allow non-TT clients to join the server.
    1: Allow non-TT clients to join the server and use server damage extrapolation for them. This means they will be unable to use any kind of damage modifying cheat, but their game will appear laggier.
    2: Allow only TT clients to join the server.
   - New Console functions to toggle server damage extrapolation for a player.
   - Added setting "TTRevision". This should be set to the latest publicly released TT revision to ensure all TT players are running that revision.
   - Added setting "DropCommandExpireTime" to the Loot Game Feature.
   - Parachutes now have sounds.
   - Headshot kill messages will now work when the killer is AI controlled.
   - Added "!unstuck" chat command that will attempt to move a player if they are stuck.
   - Added version of the "!vlimit" chat command that works when the Vehicle Queue is disabled.

 Changes:
  - Team remixing should now be more random.
  - Team rebalancing has been improved.
  - All beacon log messages now include the owner of the beacon.
  - Headshot kill messages will now be more accurate when the killer is a non-TT client.
  - The functions relating to fixing stuck objects have been improved.
  - Updated some out of date scripts files.

 Bug Fixes:
  - Fixed a bug in the partial nick matching used in various commands.
  - GameSpy should now display the correct next map.
  - Fixed some bugs in the chat command system.
  - Fixed page sound not playing for the player sending the page.
  - Beacon disarm log messages now trigger when the beacon is disarmed by means other than damage.
  - Fixed possible crash in RTC Game Feature when a player is on the neutral team.
  - Fixed some bugs in the Squad System.

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

Subject: Re: Dragonade 1.2
Posted by iRANian on Mon, 01 Apr 2013 07:52:42 GMT
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Nice, keep em coming. Server damage extrapolation is like the DISTRUST command from BIATCH where the player's damage/hits is checked on the server?

Subject: Re: Dragonade 1.2
Posted by EvilWhiteDragon on Tue, 02 Apr 2013 09:29:53 GMT
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iRANian wrote on Mon, 01 April 2013 09:52Nice, keep em coming. Server damage extrapolation is like the DISTRUST command from BIATCH where the player's damage/hits is checked on the server?
Fairly sure it is. AKA, the player will never hit something unless he has a low ping or shoots at something practically stationary.

Subject: Re: Dragonade 1.2
Posted by iRANian on Tue, 02 Apr 2013 14:56:06 GMT
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flying toilets please

Subject: Re: Dragonade 1.2
Posted by iRANian on Tue, 02 Apr 2013 19:48:00 GMT
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goddamnit wrong thread

Subject: Re: Dragonade 1.2
Posted by Whitedragon on Tue, 02 Apr 2013 20:55:42 GMT
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I don't know about BIATCH, but it's the same thing the "UseLagReduction" setting does. Having a good client side anti-cheat so you can only enable it for people not running the anti-cheat is the only thing that makes it slightly useful now.

Subject: Re: Dragonade 1.2
Posted by EvilWhiteDragon on Wed, 03 Apr 2013 13:09:04 GMT
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Whitedragon wrote on Tue, 02 April 2013 22:55I don't know about BIATCH, but it's the same thing the "UseLagReduction" setting does. Having a good client side anti-cheat so you can only enable it for people not running the anti-cheat is the only thing that makes it slightly useful now.
I would recommend you put a big fat warning with it, as it really can ruin the game for non-TT players. And yes, BIATCH's distrust uses the UseLagReduction thingy, but on a player by player basis.

Subject: Re: Dragonade 1.2
Posted by zunnie on Wed, 03 Apr 2013 14:47:37 GMT
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Who cares about non-tt users lol.

Subject: Re: Dragonade 1.2
Posted by Whitedragon on Thu, 04 Apr 2013 05:14:04 GMT
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The download has been updated with fixes for a few bugs in the damage events.