Subject: Dragonade 1.6
Posted by [Whitedragon](#) on Tue, 01 Jul 2014 08:58:31 GMT
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Dragonade

Major update version.

Version 1.6Additions:
  - Added support for broadcasting to multiple GameSpy master servers.
  - Added settings "EnableMultiWeaponDrop" and "EnableWeaponCarryOver" to the Loot Game Feature.
  - Added vehicle drop off positions for more fan maps.

 Changes:
  - Players can now repickup weapons they've dropped with the "!drop" command after a short delay.
  - The Power Crate will now affect both teams instead of just one.
  - The Stealth Crate can now be picked up by vehicles on servers that are TT only.
  - Tweaked the Exclusive and Remove Weapon systems so they work better on servers without infinite ammo.
  - The Random Vehicle and Overhaul Crates can now grant vehicles from the alternate skin slots of the PT.
  - Moved "GameSpyQueryPort" setting to da.ini.

 Bug Fixes:
  - Fixed possible crash on building death.
  - Character Refunds now work again.
  - Fixed Power Crate not working correctly on maps with multiple base defenses.
  - Fixed vehicles unlocking when their owner switches characters.
  - Fixed crate spawners not working on some fan maps.

http://black-cell.net/DA1.6.1.zip

Subject: Re: Dragonade 1.6
Posted by [zunnie](#) on Tue, 01 Jul 2014 09:01:03 GMT
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Nice stuff, thanks for this!

Subject: Re: Dragonade 1.6
Posted by [iRANian](#) on Tue, 01 Jul 2014 09:21:06 GMT
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Could you add broadcasting Nod and GDI team score using the GSA spec?

team_t0\Nod\score_t0\8225\team_t1\GDI\score_t1\5 54

hifi wants to use it for his server list at http://cncnet.org/renegade-servers

[11:20:50] [11:20:50] <hifi> can dragonade send the team scores somehow other than fake players now

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Subject: Re: Dragonade 1.6
Posted by ExEric3 on Tue, 01 Jul 2014 10:02:04 GMT
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Thanks

Subject: Re: Dragonade 1.6
Posted by danpaul88 on Tue, 01 Jul 2014 12:32:05 GMT
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Additionally when sending a player team you're meant to send the ID of the team, not the name string, as in \team_0\0\. Clients are meant to take the ID and lookup the name from the corresponding \team_t#\Name\ field.

Subject: Re: Dragonade 1.6
Posted by iRANian on Tue, 01 Jul 2014 14:36:23 GMT
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He's sending the team info as fake players.

Subject: Re: Dragonade 1.6
Posted by Whitedragon on Wed, 02 Jul 2014 07:59:07 GMT
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If Renlist is updated to support that format.

Subject: Re: Dragonade 1.6
Posted by danpaul88 on Wed, 02 Jul 2014 09:50:50 GMT
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It would be better for DA to use the correct GSA syntax for team parameters and have the client

applications parse that properly, then the team names and scores don't need to be displayed in the player list but could have more prominent placement in a dedicated part of the UI for team information.

Subject: Re: Dragonade 1.6
Posted by dblaney1 on Thu, 03 Jul 2014 20:46:29 GMT
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Parachutes seemed to be bugged in this release. They get stuck right before landing quite often. I will try replacing the code from 1.5 to see if that fixes it. Also it still has the map not showing bug. It shows for the first few seconds then goes away.