
Subject: Dragonade 1.93 for Scripts 4.6.2
Posted by [dblanky1](#) on Mon, 02 Oct 2017 18:49:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

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 219 times
 - 2) [DA1.93-scripts 4.6.zip](#), downloaded 179 times
-

Subject: Re: Dragonade 1.92 for Scripts 4.5

Posted by [Gen_Blacky](#) on Tue, 03 Oct 2017 20:18:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank Ya

Subject: Re: Dragonade 1.92 for Scripts 4.5

Posted by [ExEric3](#) on Sun, 17 Dec 2017 18:31:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks

Subject: Re: Dragonade 1.92 for Scripts 4.5

Posted by [ExEric3](#) on Sun, 17 Dec 2017 19:48:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Can you port it to 4.6?

Subject: Re: Dragonade 1.92 for Scripts 4.5

Posted by [\[-HOH-\]szymek777](#) on Sun, 13 May 2018 15:45:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

bump

Subject: Re: Dragonade 1.93 for Scripts 4.6.1

Posted by [dblany1](#) on Tue, 15 May 2018 18:23:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Updated original post with download for DA 1.93 for scripts 4.6 update 2.

Subject: Re: Dragonade 1.93 for Scripts 4.6.2

Posted by [\[-HOH-\]szymek777](#) on Wed, 27 Jun 2018 14:38:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have problems with bandtest.dll something about pathfinding

PS. nvm i had to update server to scripts 4.6.2 first

Subject: Re: Dragonade 1.93 for Scripts 4.6.2

Posted by [ExEric3](#) on Sun, 11 Nov 2018 13:02:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dblaney can you update it to 4.6.3?

Subject: Re: Dragonade 1.93 for Scripts 4.6.2
Posted by [\[-HOH-\]szymek777](#) on Wed, 20 Feb 2019 20:25:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Can anyone tell me how to update it? I want to do it by myself. Step by step tutorial would be cool.

Subject: Re: Dragonade 1.93 for Scripts 4.6.2
Posted by [dblaney1](#) on Mon, 04 Mar 2019 18:57:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

[-HOH-szymek777 wrote on Wed, 20 February 2019 13:25]Can anyone tell me how to update it? I want to do it by myself. Step by step tutorial would be cool.

Hi, I actually updated it today and posted it.

You can find it here:

http://www.renegadeforums.com/index.php?t=msg&goto=493027&#msg_493027
