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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\_ttddef.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

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- 1) [DA1.92-scripts 4.5.zip](#), downloaded 437 times
  - 2) [DA1.93-scripts 4.6.zip](#), downloaded 404 times
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