Subject: Dragonade 1.5
Posted by Whitedragon on Fri, 14 Mar 2014 05:12:55 GMT
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Dragonade

Major update version.

Version 1.5 Additions:
  - Updated to TT 4.1.
  - Updated to Visual Studio 2012.

 Changes:
  - Players can now donate all their credits to a teammate by using "!donate <player>", i.e. without specifying an amount.

 Bug Fixes:
  - Fixed the da.ini spawn character settings breaking the spawn character settings in leveledit and tt.ini.
  - Visceroids now have a firing animation.
  - Fixed the invisible blockers in Domination mode sometimes being visible.

Any DA plugins will need to be recompiled based on the updated example plugin project to link to the new shared.dll.

Note that there is currently a client side bug in TT preventing the color of radar markers from being changed; this is why the markers for the UAV crate and Domination nodes are the wrong colors.

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

Subject: Re: Dragonade 1.5
Posted by OuTSMoKE on Fri, 14 Mar 2014 05:15:50 GMT
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Thank you!