Subject: Dragonade 1.95 for Scripts 4.6 Update 6
Posted by dblaney1 on Fri, 15 Mar 2019 18:01:23 GMT
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Hey so I have an update for the Dragonade server release I put out a few weeks ago. It turns out dragonades Gamespy code only supported replying to /status/ packets and not the shorter /info/ packets. I implemented support for /info as well and a few other fixes as well. (This allows the W3D Hub launcher to display the server info immediately instead of after a 5 second delay) Brenbot's GSA plugin already supports /info/.

I also swapped the radio command for 'thank you' and the rush with vehicle command. My servers and MPF already have this tweak. By default 'thank you' use to be mapped a keybind and the rush one wasn't. The rush one is much more useful. Players already use the stock affirmative radio command as a thank you anyway.

I applied a fix to Vehicle shells that allows C4 to properly stick to them instead of falling inside. Also vehicle shells immediately spawn at the right orientation instead of slowly rotating to the proper one.

I also added one set of files from the ttscripts project that I had forgot to add to Dragonade in the previous release. (DB_Innate.cpp and DB_Innate.h)

These are the files that were updated between DA 1.94 and 1.95:

\Source\scripts\da_radio.cpp
\Source\scripts\da_vehicleshells.cpp
\Source\scripts\da_gamespy.cpp
\Source\scripts\DB_Innate.cpp
\Source\scripts\DB_Innate.h
\Source\scripts\da.cpp
\Source\scripts\scripts.vcxproj
\Source\scripts\scripts.vcxproj.filters

For those still on DA 1.92 this is the list of files that changed:
\Source\scripts\DBScripts.cpp
\Source\scripts\engine_obj2.cpp
\Source\scripts\SmartGameObj.h
\Source\scripts\SoldierGameObj.h
\Source\scripts\DBIKScripts.cpp
\Source\scripts\DBVehicleBypass.cpp
\Source\scripts\dp88_customAI.cpp
\Source\scripts\jmgBearHunter.cpp
\Source\scripts\DB_Research_Terminals.cpp
\Source\scripts\jmgUtility.cpp
\Source\scripts\jmgUtility.h
\Source\scripts\jmgBearHunter.h
\Source\scripts\jmgMetroid.cpp

\Source\scripts\jmgMetroid.h
\Source\scripts\DB_General.h
\Source\scripts\DB_Innate.h
\Source\scripts\DB_Research_Terminals.h
\Source\scripts\DBIKScripts.h
\Source\scripts\dp88_customAI.h
\Source\scripts\JmgDeathMatch.cpp
\Source\scripts\JmgDeathMatch.h
\Source\scripts\JMGRenetBuster.h
\Source\scripts\JMGRenetBusters.cpp
\Source\scripts\da.cpp
\Source\scripts\scripts.vcxproj
\Source\scripts\scripts.vcxproj.filters
\Source\scripts\da_characterrefunds.cpp
\Source\scripts\da_radio.cpp
\Source\scripts\da_vehicleshells.cpp
\Source\scripts\da_gamespy.cpp
\Source\scripts\DB_Innate.cpp

File Attachments

1) DA1.95-scripts 4.6.6.zip, downloaded 276 times