Dragonade

Major feature version.

Version 1.4 Additions:
  - A new ban manager has been added. It supports bans, ban exceptions, forceTTs, and forceTT exceptions.
    Console functions are included to kick/ban/forceTT players, or add/remove/list bans, ban exceptions, forceTTs, and forceTT exceptions.
    Log messages will be under the "_BAN" header.
  - Settings sections "[Exclusive_Weapons]", "[Replace_Weapons]", and "[Remove_Weapons]" have been added. Together these can be used to prevent players
    from having multiple versions of the same weapon.
  - Added per-crate settings "DisableInfantry" and "DisableVehicle" which can be used to turn a generic crate into a vehicle or infantry only crate.
  - Added crate odds modifier "Stealth" which will be applied if the player or their vehicle is stealthed.
  - Added crate odds modifiers "Vehicle" and "Infantry" which will be applied if the player is or is not in a vehicle.
  - Added a warning message to players when they try to deploy a beacon on the pedestal when pedestal beacons are disabled.
  - Settings "DisableDamagePoints", "DisableDeathPoints", and "DisableTeamScoreCounter" have been added.
  - New setting "CreditsMultiplier" to control how many credits are granted per-point.
  - New settings "NodRefineryDumpAmount", "GDIRefineryDumpAmount", "NodRefineryTickAmount", and "GDIRefineryTickAmount" to control how many credits Refineries grant.
  - A BRenBot plugin is now included that will display DA's log messages on IRC.
  - Settings "C4", "Beacons", "EnterVehicles", "DriveVehicles", and "StealVehicles" have been added to the per-character disable list.
  - Added vehicle theft log messages under the "_VEHICLE" header.
  - New console function "mapch" to check if a scripts 3.4 client has a given file.
  - Added support for the cheat warnings sent by RR clients.
  - Added "!vkills" chat command to get how many enemy vehicles a player has killed.
  - Added "!killme" chat command that will kill a player after 10 seconds.

 Changes:
  - The formats for the damage and kill events have been changed. If your plugin uses these you will need to update them and recompile.
  - The owner of a multi-seat vehicle will no longer always be put into the driver seat when entering their vehicle.
  - The "!lock" and "!vkick" commands will now move the owner of the vehicle to the driver seat if they remove the current driver.
  - Vehicles that have been put up for grabs with the "!free" command will now auto-bind when a

player enters them.
    - The UAV Crate will now only mark stealth units when they're decloaked.
    - Players will now remain in their vehicle when picking up the Overhaul Crate.
    - Renamed "EnableStockKillMessages" setting to "DisableKillMessages".

  Bug Fixes:
    - The UAV Crate will now mark beacons.
    - Fixed a bug where beacons placed on the pedestal could be incorrectly considered as fake.
    - Fixed some bugs in the damage and kill events and removed the ugly workarounds that were previously used.
    - The "VehiclesDestroyed" player stat now only counts enemy player vehicles.
    - The "Squishes" player stat now works.
    - Fixed responses to chat commands appearing in the chat window before the command itself.

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

Subject: Re: Dragonade 1.4
Posted by iRANian on Fri, 09 Aug 2013 11:03:43 GMT
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Nice release!

Subject: Re: Dragonade 1.4
Posted by ExEric3 on Fri, 09 Aug 2013 14:00:46 GMT
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Nice work as always. Gonna test it soon. Thanks

Subject: Re: Dragonade 1.4
Posted by Ethenal on Thu, 13 Feb 2014 23:51:48 GMT
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4.1 version pls ;o

Subject: Re: Dragonade 1.4
Posted by Xpert on Fri, 14 Feb 2014 00:01:21 GMT
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Not like you need it.

Subject: Re: Dragonade 1.4
Posted by Ethenal on Fri, 14 Feb 2014 00:52:51 GMT
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well if i'm gonna displace you i do

Subject: Re: Dragonade 1.4
Posted by Whitedragon on Thu, 20 Feb 2014 10:51:49 GMT
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Waiting for 4.1 final due to a few missing functions.

Subject: Re: Dragonade 1.4
Posted by Ethenal on Thu, 20 Feb 2014 15:52:05 GMT
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sounds good to me!