
Subject: Dragonade 1.8.1

Posted by [Whitedragon](#) on Tue, 06 Oct 2015 04:35:08 GMT

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Dragonade

Version 1.8.1 Additions:

- Added setting "IntermissionTime" which sets how long the score screen is displayed at the end of a game.

Changes:

- Kill messages for players destroying their own vehicles now only display if an enemy has recently damaged the vehicle.

Bug Fixes:

- Added some missing functions from the final release of TT 4.2.
- The "!stuck" command should now work in more situations.
- Fixed the object event type "ARMED".
- The "!killme" command can now kill you while in a vehicle.

<http://black-cell.net/DA1.8.1.zip>

Subject: Re: Dragonade 1.8.1

Posted by [Whitedragon](#) on Thu, 15 Oct 2015 21:29:10 GMT

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This version will work with the latest TT 4.2 Update 2 release.

Subject: Re: Dragonade 1.8.1

Posted by [sla.ro\(master\)](#) on Fri, 16 Oct 2015 10:26:14 GMT

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Thanks

I'm updating my server (Mutant Co-Op) right now

Subject: Re: Dragonade 1.8.1

Posted by [Scrin](#) on Tue, 12 Jan 2016 02:24:54 GMT

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Roflnade

Subject: Re: Dragonade 1.8.1
Posted by [iRANian](#) on Sat, 07 Jan 2017 13:31:20 GMT
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Is there a Dragonade specific keys.cfg file?

I noticed that the VehBL key (which you can set in-game with scripts 4.0 by opening the options menu and going to "Advanced Options", doesn't work properly on RenCorner.com if you have already bound your vehicle to yourself. Is there a VehLock key or something?

Subject: Re: Dragonade 1.8.1
Posted by [Gen_Blacky](#) on Tue, 07 Feb 2017 07:18:49 GMT
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Thank you Whitedragon for all your work!

Subject: Re: Dragonade 1.8.1
Posted by [dblaney1](#) on Wed, 08 Feb 2017 21:43:36 GMT
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Gen_Blacky wrote on Tue, 07 February 2017 00:18 Thank you Whitedragon for all your work!

Yup, dragonade is awesome.
