
Subject: Dragonade 1.96 for Scripts 4.6 Update 7
Posted by [Unstoppable](#) on Sun, 14 Apr 2019 10:40:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Changes between DA 1.95 and DA 1.96

- Updated to Scripts 4.6 Update 7.
- Updated GSA servers with main domains.
- Fixed a bug when AI deploys beacon.

The files changed:

Source/scripts/da_c4beacon.cpp
Source/scripts/DBVehicleBypass.cpp
Source/scripts/DB_Innate.cpp
Source/scripts/MasterCan_Scripts.cpp
Source/scripts/scud.cpp
Source/scripts/weaponmgr.h

File Attachments

1) [DA1.96-scripts 4.6.7.zip](#), downloaded 21 times

Subject: Re: Dragonade 1.96 for Scripts 4.6 Update 7
Posted by [ExEric3](#) on Mon, 15 Apr 2019 19:49:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks.

Subject: Re: Dragonade 1.96 for Scripts 4.6 Update 7
Posted by [Unstoppable](#) on Tue, 16 Apr 2019 13:54:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you also updated da.ini, please update GameSpyMasterServers.
