Subject: scripts.dll 1.8 is being worked on (I need ideas people)
Posted by htmlgod on Fri, 16 Jul 2004 14:42:10 GMT
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Blazea: About vehicle limiting -
You can get around the vehicle limit by modifying the presets in a map you create. This is accomplished by changing the 'team' orientation of the vehicle from GDI or Nod to Unteamed. Unteamed vehicles are not limited, and thus you can buy as many as you want. However, beware, this can have an affect on performance of the game when there are dozens of vehicles. I guess it would be nice to have a setting whereby the map maker could somehow specify a specific vehicle limit, but I doubt thats possible.