
Subject: Re: Edit Vehicles

Posted by [WNxCABAL](#) on Sun, 28 Aug 2005 00:21:59 GMT

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Version 1.033 changes (07-22-2002)

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- Fixed bug causing mod data to be used when the user played a single-player game after playing a multiplayer mod game
- The edit_vehicle command now only works in single-play or 1-player multiplayer games.

Version 1.031 changes (06-25-2002)

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- fixed the superweapon->quit exploit
 - mods now support editing of armor.ini, strings.tdb
 - buildings can be made of tiles in addition to terrain
 - added the "edit_vehicle" console command for physics tweaking
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