Subject: Re: Problem with Flamer crate
Posted by danpaul88 on Thu, 08 Dec 2005 13:53:07 GMT
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dead6re wrote on Fri, 02 December 2005 15:28I bet it can be solved. What happened to Set_Max_Sheild_Strength AND Set_Max_Health?

yes, but its still got the weaker armour type, which causes it to take 20 damage per shot from buggy etc.

I think that to fix this the SSAOW simply needs to have the preset name its looking for changed from the SP preset (Nod_Flame_Tank) to the MP version (CnC_Nod_Flame_Tank)

EDIT: it must be using Nod_Flame_Tank_Player actually, because Nod_Flame_Tank has no transitions. Either way it needs changing to CnC_Nod_Flame_Tank