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Subject: Re: Vehicle more Seats ss

Posted by [Cat998](#) on Wed, 03 Oct 2007 14:06:17 GMT

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Renx wrote on Wed, 03 October 2007 04:36 Models are clientside.

Quote:Mhh, and what about letting two players seat at one seat ?

Would that not cause problems for driver and gunner seats?

It possibly would, but we are lucky that the driver/gunner control is serverside anyway.

Well I don't know if it's even possible, it depends on the engine

You would have to override the seat checking first.

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