
Subject: Re: Details of some of the features in 4.0
Posted by [saberhawk](#) on Thu, 01 Oct 2009 22:26:31 GMT
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Wiener wrote on Thu, 01 October 2009 03:25

Quote:New script JFW_Empty_Vehicle_Timer which will destroy an empty vehicle if it remains empty for a certain period of time

Does that mean I cannot park an empty vehicle for the entire game? Like a stolen enemy tank (to decrease their limit) or one to block the harv at the bay?

Just because a script is created doesn't mean it's "activated" on every vehicle in the game, just that it's available for use by modders/server owners/whatever
