Subject: Re: set object type for vehicles
Posted by jonwil on Wed, 18 Jul 2012 01:27:39 GMT

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If you want to force an object to sync up netcode wise, call Update_Network_Object.
If you have ejected a player from a vehicle with an engine call, you have to wait for some function to run (e.g. via a timer) to allow the normal engine code to run and carry out the normal player eject player.

If you are inside a handler for CUSTOM_EVENT_VEHICLE_EXITED, you also need a time delay.