
Subject: Re: Vehicle WEAPON names no longer shows up
Posted by [Jerad2142](#) on Tue, 29 Apr 2014 21:06:35 GMT
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danpaul88 wrote on Tue, 29 April 2014 13:11 Using scripts.dll 4.1;

So it obviously is possible still... don't have LE on me at the moment to check where that comes from though
Maybe its just a bug with temps? Because I can say with 95% certainty in original 3.4.4 it was set by VehicleNameID (as I had to do it about 30 times at least for Rp2)...

Or perhaps it only works if it was set in the old LE, maybe it was disconnected from the correct value in 4.X's LE?
