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Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Thu, 01 May 2014 14:30:10 GMT

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jonwil wrote on Wed, 30 April 2014 15:58

```
const wchar_t *VehicleGameObj::Get_Vehicle_Name()
{
    if (( Get_Definition().VehicleNameID != 0 ) && (Get_Definition().VehicleNameID-1000 <
TranslateDBClass::Get_Object_Count())) {
        return TranslateDBClass::Get_String( Get_Definition().VehicleNameID );
    }
    return TRANSLATE(12648);
}
```

I went ahead and tried that but of course it didn't work, I assume that its called via client side code instead of scripts code so my change doesn't actually persist to the .dll it needs to.