Subject: Presets and Zero Bug
Posted by gibberish on Fri, 05 Mar 2004 20:07:05 GMT
View Forum Message <> Reply to Message

I am toying with the idea of creating a scripts.dll mod that:

Creates the single player tanks in a multiplayer game.
This is because I can create non-player tanks that the players can not drive.
Hence I am free to control them with AI without interferance from players.
However the single player tanks have different presets to the multiplayer versions I know I can
install different presets on the FDS.

However if I change them which ones:
- Work correctly - Both the client and the server sees the change.
- Work but don't show the correct values on the client.
- Don't work
- Cause the 0 bug.