Subject: !bind -> icon
Posted by Goztow on Wed, 12 Jul 2006 10:44:04 GMT
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When you bind a vehicle, you get the little blue icon with a tank on it placed on your tank. !lock gives the red card. Is there a way to get those icons off? Be aware that I know nothing about modding Renegade.

Subject: Re: !bind -> icon
Posted by IronWarrior on Wed, 12 Jul 2006 11:40:47 GMT
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Goztow wrote on Wed, 12 July 2006 12:44When you bind a vehicle, you get the little blue icon with a tank on it placed on your tank. !lock gives the red card. Is there a way to get those icons off? Be aware that I know nothing about modding Renegade.

Why do you wanna remove them`?

Subject: Re: !bind -> icon
Posted by Goztow on Wed, 12 Jul 2006 12:06:07 GMT
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Pure esthetic reasons.

Subject: Re: !bind -> icon
Posted by IronWarrior on Wed, 12 Jul 2006 14:45:53 GMT
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Goztow wrote on Wed, 12 July 2006 07:06Pure esthetic reasons.

Oh ok. o.O, Love to help but my leveledit skills aint that leet yet. but something to do with the !bind script I suspose.

Subject: Re: !bind -> icon
Posted by danpaul88 on Wed, 12 Jul 2006 15:30:39 GMT
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I suppose one reason to remove them is so that someone wanting to steal a teammates vehicle cant go round and spot the unbound / unlocked ones by their lack of a glowing icon. It does make it fairly obvious which vehicles are bound and which are not.. although I quite like them tbh.

Although, you shouldnt be going around looking for vehicles to teamsteal anyway... but some

n00bs do...

Subject: Re: !bind -> icon
Posted by =HT=T-Bird on Wed, 12 Jul 2006 17:56:30 GMT
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Aren't the icons attached serverside anyhow?

Subject: Re: !bind -> icon
Posted by Whitedragon on Wed, 12 Jul 2006 22:36:15 GMT
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You'll have to edit and recompile the scripts.dll.

Subject: Re: !bind -> icon
Posted by Viking on Thu, 13 Jul 2006 00:12:41 GMT
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You could type !UnBind ???

Subject: Re: !bind -> icon
Posted by Goztow on Thu, 13 Jul 2006 06:32:49 GMT
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Whitedragon wrote on Thu, 13 July 2006 00:36You'll have to edit and recompile the scripts.dll.
That sounds easy enough... not

Subject: Re: !bind -> icon
Posted by Kamuix on Thu, 13 Jul 2006 07:18:43 GMT
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Can you not just Use the SSAOW1.5 source code and only edit it and ReCompile the scripts?

Subject: Re: !bind -> icon
Posted by danpaul88 on Thu, 13 Jul 2006 11:26:05 GMT
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he could if he knew what visual studio was...

/me waits for the inevitable PM from gozy asking for this to be done.....