
Subject: CnC_Nod_Truck_Player_Secret
Posted by [zunnie](#) on Sat, 23 Jun 2007 14:40:07 GMT
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CnC_Nod_Truck_Player_Secret

I tried to adjust this vehicle its health type and set it to CNCVehicleHeavy instead of the light armor so it takes longer to kill it.

But, no matter what i do either setting the skin through objects.ddb or with the scripts.dll Set_Skin(obj,"CNCVehicleHeavy"); it simply refuses to apply :S

I have it so far that it repairs itself quite fast (like the mammy does but faster)..

Anyone know what is stopping the truck from taking up changes like this? Annoying as hell lol

(edit: this is meant to be serverside btw)

Subject: Re: CnC_Nod_Truck_Player_Secret
Posted by [jnz](#) on Sun, 24 Jun 2007 02:16:07 GMT
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Right, first thing. You should make sure you are getting the GameObject of the right truck, i suggest making a chat hook or something that creates the truck and stores the GameObject *. Then do your modifications to the truck and see if it works.

Subject: Re: CnC_Nod_Truck_Player_Secret
Posted by [Zion](#) on Sun, 24 Jun 2007 12:58:16 GMT
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I don't think armor types can be edited serverside can they?

Subject: Re: CnC_Nod_Truck_Player_Secret
Posted by [reborn](#) on Sun, 24 Jun 2007 13:55:47 GMT
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Yeah they can be changed server side for vehichles and characters. Never tried buildings. He has managed to get it to repair itself quicker, so he must be doing it to the right game object.

Pretty weird that it's armor type won't change :S

Subject: Re: CnC_Nod_Truck_Player_Secret
Posted by [jnz](#) on Sun, 24 Jun 2007 15:05:58 GMT
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I wrote a lua script last night that worked perfect. Something must be wrong with the code.
