Subject: Vehicle more Seats ss
Posted by Gen_Blacky on Mon, 01 Oct 2007 23:20:03 GMT
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How do make a vehicle have more seats server side. I changed it in objects file. Then used ssgm but then cargo plane never dropped vehicle.

Subject: Re: Vehicle more Seats ss
Posted by Ethenal on Mon, 01 Oct 2007 23:24:02 GMT
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I doubt that's possible... but could you use better English?

Subject: Re: Vehicle more Seats ss
Posted by Whitedragon on Mon, 01 Oct 2007 23:26:43 GMT
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You can't change vehicle seats server side. Some of the single player vehicles have a different number of seats, however. You might want to check them out.

Subject: Re: Vehicle more Seats ss
Posted by IronWarrior on Mon, 01 Oct 2007 23:32:24 GMT
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The SP Stank has two seats, we use it in MP, but take notice, an stank that can carry two players is a evil thing.

Subject: Re: Vehicle more Seats ss
Posted by Gen_Blacky on Mon, 01 Oct 2007 23:33:18 GMT
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lmao thats what i wanted ty

Subject: Re: Vehicle more Seats ss
Posted by Gen_Blacky on Tue, 02 Oct 2007 00:20:46 GMT
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Whitedragon wrote on Mon, 01 October 2007 18:26You can't change vehicle seats server side. Some of the single player vehicles have a different number of seats, however. You might want to check them out.

Not even in c++

Subject: Re: Vehicle more Seats ss
Posted by Cat998 on Tue, 02 Oct 2007 08:20:36 GMT
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Mhh, and what about letting two players seat at one seat ?

Subject: Re: Vehicle more Seats ss
Posted by Xpert on Tue, 02 Oct 2007 08:44:03 GMT
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IronWarrior wrote on Mon, 01 October 2007 19:32The SP Stank has two seats

Really? I thought it was just a weaker version of a Stank so I never payed mind to it LOL.

Subject: Re: Vehicle more Seats ss
Posted by reborn on Tue, 02 Oct 2007 11:22:28 GMT
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Cat998 wrote on Tue, 02 October 2007 04:20Mhh, and what about letting two players seat at one seat ?

That's a very interesting idea.

Subject: Re: Vehicle more Seats ss
Posted by Jerad2142 on Tue, 02 Oct 2007 12:41:53 GMT
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Cat998 wrote on Tue, 02 October 2007 02:20Mhh, and what about letting two players seat at one seat ?
What if the other player had a rocket launcher on their back, and you hit a bumb!

Subject: Re: Vehicle more Seats ss
Posted by AoBfrost on Tue, 02 Oct 2007 13:33:58 GMT
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I'd like to see a mamoth tank carry 10 people.

Subject: Re: Vehicle more Seats ss
Posted by IronWarrior on Tue, 02 Oct 2007 17:19:54 GMT
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Xpert wrote on Tue, 02 October 2007 03:44IronWarrior wrote on Mon, 01 October 2007 19:32The
SP Stank has two seats

Really? I thought it was just a weaker version of a Stank so I never payed mind to it LOL.

Yep, same as the MP stank, but has two seats, the preset for it is: Nod_Stealth_Tank_Player

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Subject: Re: Vehicle more Seats ss
Posted by AoBfrost on Wed, 03 Oct 2007 02:12:53 GMT
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Isnt there a way in scripts or in presets to change the seat limit server side? I think a mamoth tank
could possibly hold 10 players, a real tank the size of a medium tank would hold 4-5 people
inside, one driving, one monitoring the computer/radar, one loading ammo, one firing.

Subject: Re: Vehicle more Seats ss
Posted by BlueThen on Wed, 03 Oct 2007 02:19:08 GMT
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Could take a apc preset, and redo the model and weapons and such

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Subject: Re: Vehicle more Seats ss
Posted by Whitedragon on Wed, 03 Oct 2007 02:33:28 GMT
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AoBfrost wrote on Tue, 02 October 2007 22:12Isnt there a way in scripts or in presets to change
the seat limit server side? I think a mamoth tank could possibly hold 10 players, a real tank the
size of a medium tank would hold 4-5 people inside, one driving, one monitoring the
computer/radar, one loading ammo, one firing.
You can edit the seats in the objects file, but it breaks the vehicle in a hilarious way.

Subject: Re: Vehicle more Seats ss
Posted by Renx on Wed, 03 Oct 2007 02:36:05 GMT
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Models are clientside.

Quote:Mhh, and what about letting two players seat at one seat ?

Would that not cause problems for driver and gunner seats?

Subject: Re: Vehicle more Seats ss
Posted by BlueThen on Wed, 03 Oct 2007 02:49:10 GMT
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Renx wrote on Tue, 02 October 2007 21:36Models are clientside.

Quote:Mhh, and what about letting two players seat at one seat ?

Would that not cause problems for driver and gunner seats?
They are? I'm not talking about custom models. But like changing a apc's model into a stank
model or something. I'm pretty sure I've seen it done serversided numerous times.

Subject: Re: Vehicle more Seats ss
Posted by AoBfrost on Wed, 03 Oct 2007 13:39:03 GMT
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But i dont think changing the model would make it have more seats, or would it? lol make
stealthed mammies.

Subject: Re: Vehicle more Seats ss
Posted by Cat998 on Wed, 03 Oct 2007 14:06:17 GMT
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Renx wrote on Wed, 03 October 2007 04:36Models are clientside.

Quote:Mhh, and what about letting two players seat at one seat ?

Would that not cause problems for driver and gunner seats?

It possibly would, but we are lucky that the driver/gunner control
is serverside anyway.

Well I don't know if it's even possible, it depends on the engine

You would have to override the seat checking first.

Subject: Re: Vehicle more Seats ss
Posted by crazfulla on Wed, 03 Oct 2007 14:31:23 GMT
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Cat998 wrote on Tue, 02 October 2007 03:20Mhh, and what about letting two players seat at one seat ?
I woundn't want you sitting in my lap, sorry if I broke your heart </3

Subject: Re: Vehicle more Seats ss
Posted by AoBfrost on Wed, 03 Oct 2007 20:29:03 GMT
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It would be leet if someone modded the buggy to have 100 seats, in big 40 people per team games, you could load up the entire team in the buggy xD

Subject: Re: Vehicle more Seats ss
Posted by IronWarrior on Wed, 03 Oct 2007 21:38:44 GMT
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AoBfrost wrote on Wed, 03 October 2007 15:29It would be leet if someone modded the buggy to have 100 seats, in big 40 people per team games, you could load up the entire team in the buggy xD

Few problems with that.

1) INSANE LAG.
2) n00b driver who would drive right at the agt and kill the entire team in one go.
3) When players dismount, they would spawn on each other.

But, that would be funny as hell.

Subject: Re: Vehicle more Seats ss
Posted by The Elite Officer on Thu, 04 Oct 2007 15:42:47 GMT
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Xpert wrote on Tue, 02 October 2007 04:44IronWarrior wrote on Mon, 01 October 2007 19:32The SP Stank has two seats

Really? I thought it was just a weaker version of a Stank so I never payed mind to it LOL.

Yeah this is true the SP stank has like 50 hp, so you can kill it with just one hit from a rocket launcher, or the Personal Ion Cannon.

crazfulla wrote on Wed, 03 October 2007 10:31Cat998 wrote on Tue, 02 October 2007 03:20Mhh,

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and what about letting two players seat at one seat ?
I woundn't want you sitting in my lap, sorry if I broke your heart </3

ROFL!

Subject: Re: Vehicle more Seats ss
Posted by candy on Thu, 04 Oct 2007 16:58:17 GMT
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a stank with 50 seats...

Subject: Re: Vehicle more Seats ss
Posted by The Elite Officer on Thu, 04 Oct 2007 17:02:54 GMT
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Actually now that I think about I believe that I have gotten the # of seats to be higher SS, I take a better look and get back to you.