Subject: Edit_
Posted by ErroR on Mon, 10 Nov 2008 15:06:55 GMT
View Forum Message <> Reply to Message

In ren there is the console command "edit_vehicle" can u guys add a for example:
edit_character(/soldier), edit_weapon(/ammo) just like in level edit.

Subject: Re: Edit_
Posted by Ghostshaw on Mon, 10 Nov 2008 15:16:49 GMT
View Forum Message <> Reply to Message

Unlikely.

Subject: Re: Edit_
Posted by Reaver11 on Mon, 10 Nov 2008 15:47:34 GMT
View Forum Message <> Reply to Message

I know the effect is largely clientside but I noticed some servers have disabled it mayby standard
disable it? So if you really want to then you could turn it on?

Subject: Re: Edit_
Posted by cnc95fan on Mon, 10 Nov 2008 16:05:21 GMT
View Forum Message <> Reply to Message

It would be handy...

Subject: Re: Edit_
Posted by ErroR on Mon, 10 Nov 2008 18:15:41 GMT
View Forum Message <> Reply to Message

Reaver11 wrote on Mon, 10 November 2008 17:47I know the effect is largely clientside but I
noticed some servers have disabled it mayby standard disable it? So if you really want to then you
could turn it on?
I noticed it NOT working online.. only when u host or when it's a 1p game

Subject: Re: Edit_
Posted by StealthEye on Mon, 10 Nov 2008 21:01:03 GMT
View Forum Message <> Reply to Message

It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.

Subject: Re: Edit_
Posted by Jamie or NuneGa on Mon, 10 Nov 2008 22:04:41 GMT
View Forum Message <> Reply to Message

it has to be disabled in multiplayer tbh or you can up ur torque to 10000 and go from agt to ob in 5 seconds on under.

If you mess with it in multiplayer you get weird effects where vehicles wheels sorta become lines, this alongside major lag.

Made this a while back - http://uk.youtube.com/watch?v=I2R30tV7SiA

Subject: Re: Edit_
Posted by Reaver11 on Mon, 10 Nov 2008 22:47:09 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Mon, 10 November 2008 15:01It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.

Still if you use the suspension settings and increase them then you can see stuff over mountains which you werent supposed to see. I dont know if it is possible to fire from that place but it can give advantages.

So atm in TT you cannot use the command in multiplayer? (as it should be?)

Subject: Re: Edit_
Posted by StealthEye on Mon, 10 Nov 2008 23:37:14 GMT
View Forum Message <> Reply to Message

Hmm, I actually thought it had always been that way... *testing* Nope, you can't do it in TT. My assumption is that it is not possible in normal ren either, but since some servers use the gameplay pending "fix" (which works by setting the player limit to 1) the code thinks it's a single player game. Please test this by pressing the L-key and look what the value of "# of players" is.

Subject: Re: Edit_
Posted by Jerad2142 on Wed, 12 Nov 2008 15:28:09 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Mon, 10 November 2008 16:37
Reaver11 wrote on Mon, 10 November 2008 15:47StealthEye wrote on Mon, 10 November 2008 15:01It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.

Still if you use the suspension settings and increase them then you can see stuff over mountains which you werent supposed to see. I dont know if it is possible to fire from that place but it can give advantages.

So atm in TT you cannot use the command in multiplayer? (as it should be?)
Hmm, I actually thought it had always been that way... *testing* Nope, you can't do it in TT. My assumption is that it is not possible in normal ren either, but since some servers use the gameplay pending "fix" (which works by setting the player limit to 1) the code thinks it's a single player game. Please test this by pressing the L-key and look what the value of "# of players" is.
That only happens on the client, host can't replicate it.

StealthEye wrote on Mon, 10 November 2008 14:01It is disabled already except for when in a 1p lan/singleplayer game.

The reason for this is that it does not work properly in multiplayer games.
Or just to prevent cheating...