
Subject: Vehicle Speed [LE]
Posted by [Di3HardNL](#) on Sat, 16 May 2009 13:31:43 GMT
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I want to change the speed of the NOD buggy in LE. So I press 'Mod' button while CnC_Nod_Buggy selected.

Then I see a shitload of options, but which option would I have to change to only increase the speed of the vehicle?

I have been messing around with it but I couldn't figure it out

Subject: Re: Vehicle Speed [LE]
Posted by [ErroR](#) on Sat, 16 May 2009 13:45:31 GMT
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if u want to add speed then you should add torque, but if it's too much you should add some weight too.

Subject: Re: Vehicle Speed [LE]
Posted by [GrimmNL](#) on Sun, 17 May 2009 01:56:07 GMT
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you need to find a balance between the options.

when its to light, it will be hard to steer.

when its to heavy it won't go very fast.

too high a torque will make you do burnouts (without the coolness of burning rubber...) like error said.

Subject: Re: Vehicle Speed [LE]
Posted by [Veyrdite](#) on Sun, 17 May 2009 02:52:31 GMT
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While in-game, get into a buggy and enter edit_vehicle into the console. Fiddle with the settings and try the vehicle.

When you are happy, jot them down onto paper and then enter them in LE.

Subject: Re: Vehicle Speed [LE]
Posted by [mrÅ£ÄŞÄ-z](#) on Sun, 17 May 2009 09:09:01 GMT
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Max Engine Torgue 1000

I think thats it (dunno how its called)

Subject: Re: Vehicle Speed [LE]
Posted by [Di3HardNL](#) on Sun, 17 May 2009 11:02:18 GMT
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Thanks for the tips, I'll figure it out now

Subject: Re: Vehicle Speed [LE]
Posted by [Genesis2001](#) on Sun, 17 May 2009 20:51:53 GMT
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FYI. Speed can't be changed serverside. Players will appear to warp-lag places if you set it too high.

Subject: Re: Vehicle Speed [LE]
Posted by [mr£Ä&Ä-z](#) on Sun, 17 May 2009 20:55:11 GMT
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Zack wrote on Sun, 17 May 2009 16:51FYI. Speed can't be changed serverside. Players will appear to warp-lag places if you set it too high.

Quote:FYI. Speed can't be changed serverside.
Wrong!
With a stable SFPS and Move_Object and Create_Object not

Subject: Re: Vehicle Speed [LE]
Posted by [Genesis2001](#) on Sun, 17 May 2009 20:57:09 GMT
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madrackz wrote on Sun, 17 May 2009 13:55Zack wrote on Sun, 17 May 2009 16:51FYI. Speed can't be changed serverside. Players will appear to warp-lag places if you set it too high.

Quote:FYI. Speed can't be changed serverside.
Wrong!
With a stable SFPS and Move_Object and Create_Object not

No.

Subject: Re: Vehicle Speed [LE]

Posted by [mr£ÄŞÄ-z](#) on Sun, 17 May 2009 21:00:44 GMT

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Its possible, learn more about Serverside ideas hah! also checkout A T L A N T I S server then you see turbo orca lagfree (depends how many players are ingame because SFPS sucks)

Subject: Re: Vehicle Speed [LE]

Posted by [nopol10](#) on Mon, 18 May 2009 08:58:34 GMT

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Moving GameObjects is not the same as changing speeds, although the effect may seem to give such an illusion.

Subject: Re: Vehicle Speed [LE]

Posted by [mr£ÄŞÄ-z](#) on Mon, 18 May 2009 15:06:39 GMT

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oops i mean Goto_ not Move_Object
