
Subject: Question about TT and serverside
Posted by [Kamuix](#) on Mon, 18 Nov 2013 01:07:24 GMT
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I read through a lot of TTs notes but I have one question i gotsta ask. So TT did say they added a little more to the serverside capabilities

So far since i've got back into server side modding the only extra thing that works serverside that didnt work before in the presets/Ild is the ability to change a vecs/objects Primary firing weapon to where it will actually show up properly with the clients in your server. Oh wait AND changing and objects Health and HealthMax.

I'm just wondering if there is anything else other than those two? So far i've tried changing objects Stringname or Killedexplosion and that doesn't work the client wont see the new one just the old explosion so those options stay client sided

Thanks for any input!

EDIT: By the way i don't think i'm going to do much more serverside mapping but instead make entirely new maps and setup my server download link

Subject: Re: Question about TT and serverside
Posted by [jonwil](#) on Mon, 18 Nov 2013 01:37:35 GMT
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In addition to max health/armor you can also set the Skin field of an object and have it sent over the network.

And you can change the radar blip color/shape with Commands->Set_Obj_Radar_Blip_xxx (or will in scripts 4.1 at least)

And you can also properly reset the animation on an object.

Oh and various things related to adding/removing ammo and weapons from objects, especially vehicles now work in 4.0 over the network (e.g. Commands->Clear_Weapons, Commands->Add_Weapon, Commands->Remove_Weapon, Commands->Select_Weapon, adding ammo etc)

And Commands->Enable_Stealth will work over the network in 4.0

Also, Toggle_Fly_Mode will work correctly in 4.0 (i.e. you wont get client "lag" from flying caused because the server thinks you are flying but the client does not)

Needless to say, all of these things require 4.x on the client and server to work.

Subject: Re: Question about TT and serverside
Posted by [Gen_Blacky](#) on Mon, 18 Nov 2013 02:48:34 GMT
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jonwil wrote on Sun, 17 November 2013 18:37In addition to max health/armor you can also set the Skin field of an object and have it sent over the network.
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haha finally.
