
Subject: Presets and Zero Bug

Posted by [gibberish](#) on Fri, 05 Mar 2004 20:07:05 GMT

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I am toying with the idea of creating a scripts.dll mod that:

Creates the single player tanks in a multiplayer game.

This is because I can create non-player tanks that the players can not drive.

Hence I am free to control them with AI without interference from players.

However the single player tanks have different presets to the multiplayer versions I know I can install different presets on the FDS.

However if I change them which ones:

- Work correctly - Both the client and the server sees the change.
 - Work but don't show the correct values on the client.
 - Don't work
 - Cause the 0 bug.
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Posted by [laeubi](#) on Sat, 06 Mar 2004 18:35:04 GMT

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0 Bug is cause when you play a MIX after a PKG or vice versa.

You can ue the MP vehicles and attach the script: Disable_Transistions (maybe M00_ dunno atm) to prevent ppl from going in.
