Subject: Vehicle WEAPON names no longer shows up
Posted by Jerad2142 on Tue, 29 Apr 2014 15:41:21 GMT

View Forum Message <> Reply to Message

More details below.
3.4.4:

4.0

I've changed this string several times and even set it on the weapon definition (just in case you guys changed how it was set) but nothing seems to work. However other changes I have been making are persisting (I changed the vehicle weapon and that came across as well as other health and engine changes). I've also tried using different strings but nothing seems to be change the weapon name in game, it definitely doesn't seem to work as it did in stock Renegade.
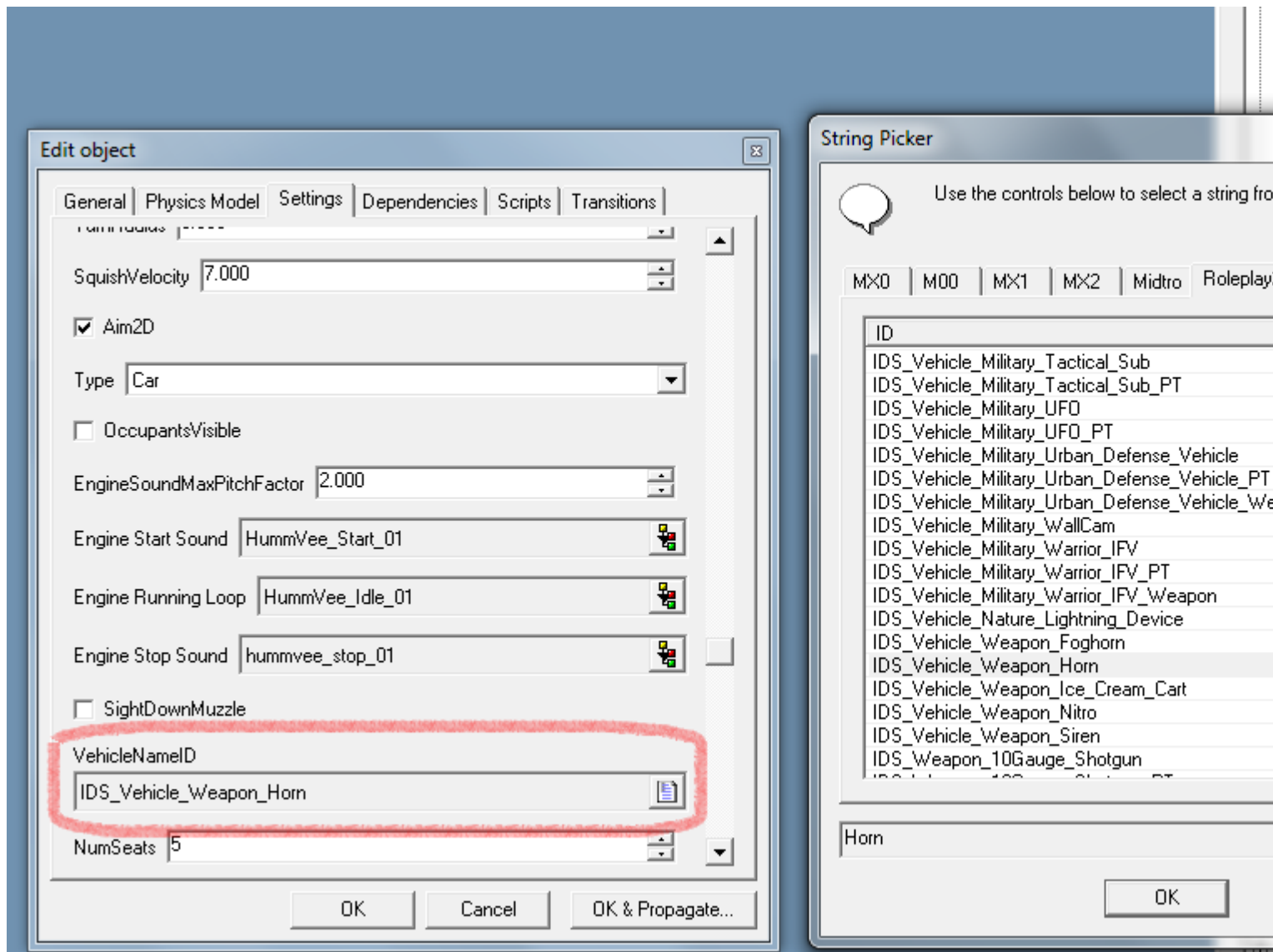
File Attachments
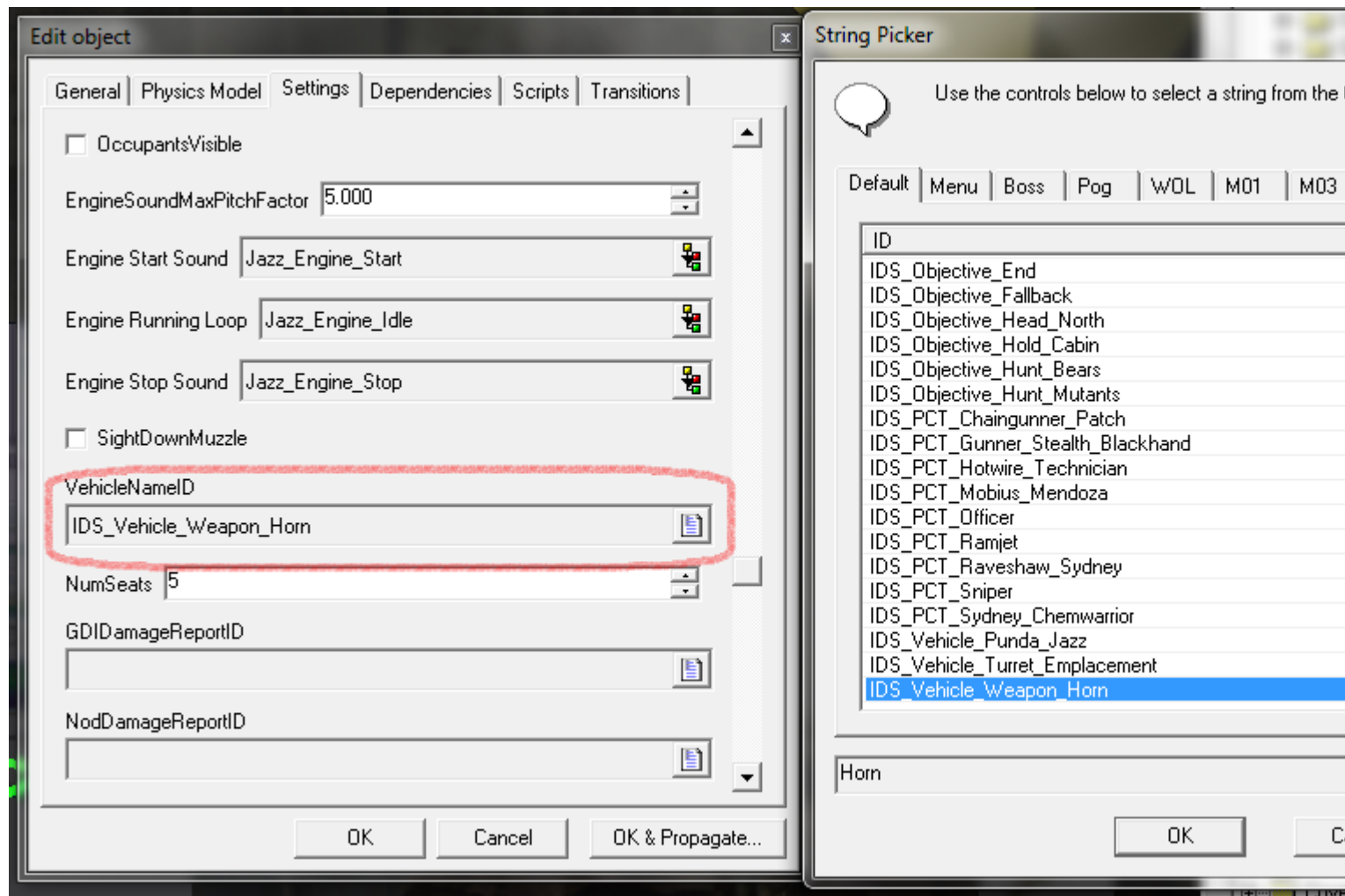1) Picture0.png, downloaded 762 times

2) Picture1.png, downloaded 708 times

Edit object

General | Physics Model | Settings | Dependencies | Scripts | Transitions

SquishVelocity 7.000

☑ Aim2D

Type Car

☐ OccupantsVisible

EngineSoundMaxPitchFactor 2.000

Engine Start Sound HummVee_Start_01

Engine Running Loop HummVee_Idle_01

Engine Stop Sound hummvee_stop_01

☐ SightDownMuzzle

VehicleNameID

IDS_Vehicle_Weapon_Horn

NumSeats 5

OK   Cancel   OK & Propagate...

String Picker

Use the controls below to select a string fro

MX0 | M00 | MX1 | MX2 | Midtro | Roleplay

ID
IDS_Vehicle_Military_Tactical_Sub
IDS_Vehicle_Military_Tactical_Sub_PT
IDS_Vehicle_Military_UFO
IDS_Vehicle_Military_UFO_PT
IDS_Vehicle_Military_Urban_Defense_Vehicle
IDS_Vehicle_Military_Urban_Defense_Vehicle_PT
IDS_Vehicle_Military_Urban_Defense_Vehicle_We
IDS_Vehicle_Military_WallCam
IDS_Vehicle_Military_Warrior_IFV
IDS_Vehicle_Military_Warrior_IFV_PT
IDS_Vehicle_Military_Warrior_IFV_Weapon
IDS_Vehicle_Nature_Lightning_Device
IDS_Vehicle_Weapon_Foghorn
IDS_Vehicle_Weapon_Horn
IDS_Vehicle_Weapon_Ice_Cream_Cart
IDS_Vehicle_Weapon_Nitro
IDS_Vehicle_Weapon_Siren
IDS_Weapon_10Gauge_Shotgun

Horn

OK

3) Picture2.png, downloaded 747 times

4) Picture3.png, downloaded 735 times

Jerad2142

SE

100

Credits: 0