
Subject: !vehiclelimit

Posted by [EatMyCar](#) on Sat, 02 Apr 2005 17:08:44 GMT

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i think a vehicle limit tag would be pretty nice,so you can see the vehic limit and help strategise more. (eg:More organized rushes.),and also prevent newbies from doing dumb rushes.(eg: A Mamm rush on a base full of n00bjettters.)

Subject: !vehiclelimit

Posted by [mac](#) on Sat, 02 Apr 2005 17:25:20 GMT

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There is no way to set the vehicle limit.

Subject: !vehiclelimit

Posted by [EatMyCar](#) on Sat, 02 Apr 2005 18:00:31 GMT

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No..i mean just Veiw the limit that is ingame. eg:

EatMyCar:!vehiclelimit

Bot:The vehicle limit for _____ is __.

Subject: !vehiclelimit

Posted by [mac](#) on Sat, 02 Apr 2005 18:12:19 GMT

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The vehicle limit is ALWAYS 8 vehicles per team..

Subject: !vehiclelimit

Posted by [Nightma12](#) on Sat, 02 Apr 2005 18:23:31 GMT

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i think he means how many tanks there are?

Subject: !vehiclelimit

Posted by [Rapollo](#) on Sat, 02 Apr 2005 19:50:18 GMT

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That would be more of a !viewvehicles command.

Subject: !vehiclelimit

Posted by [Sir Kane](#) on Sat, 02 Apr 2005 20:47:38 GMT

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macThere is no way to set the vehicle limit.

Yes, there is.

Subject: !vehiclelimit

Posted by [Jzinsky](#) on Sun, 03 Apr 2005 02:46:12 GMT

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I know it can be turned off, but not sure about setting it. Maybe they could change it to the minelimit system, where it's something like 3+ 1 per 2 team members after the first 4 or something like that

Subject: !vehiclelimit

Posted by [jonwil](#) on Sun, 03 Apr 2005 07:10:45 GMT

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Mine limit is a fixed number too, I wrote a command to change it.

As for vehicle limit, the problem is that the check is done on the client side so until such time as we are able to force everyone to have our changes (if/when that happens), you cant change it.

Subject: !vehiclelimit

Posted by [IRON FART](#) on Sun, 03 Apr 2005 08:09:49 GMT

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Quote:

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That must be a very easy script to write then.

Subject: !vehiclelimit

Posted by [Kofun](#) on Wed, 18 May 2005 13:45:58 GMT

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IRON FARTQuote:

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if its an easy script why not just mod the script?
