
Subject: Vech Limit

Posted by [ghost](#) on Sun, 07 May 2006 18:04:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ive recently notice that my vech limit for my server is too small (considering the amount of players to vechs) and i was wondering is there a way to edit the vech limit? Ive searched in the WF presets and a few other places but came up short

Subject: Re: Vech Limit

Posted by [Shadow2256](#) on Sun, 07 May 2006 18:20:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

you won't find it in LE. Vech limit is imprinted in scripts.dll

Subject: Re: Vech Limit

Posted by [dudley](#) on Sun, 07 May 2006 18:32:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

it is possible by using the single player presets for the tanks

Subject: Re: Vech Limit

Posted by [ghost](#) on Sun, 07 May 2006 18:34:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ive used the latest scripts.dll but wont this screw up with ssaow 1.5 which i use on my server?

Subject: Re: Vech Limit

Posted by [xptek](#) on Sun, 07 May 2006 22:40:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

I managed to do it by destroying the tank created by the WF/Airstrip and spawning the exact same thing in its place. This presents new problems such as the vehicle being no longer being "locked" after it's created, etc.

Subject: Re: Vech Limit

Posted by [Titan1x77](#) on Mon, 08 May 2006 01:36:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

add the latest scripts and go into console (of the server) and type "vlimit 20"

each team will now have a limit of 20.

doesnt get any easier then that.

Subject: Re: Vech Limit

Posted by [ghost](#) on Mon, 08 May 2006 02:07:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Doing so will overwrite ssaow 1.5

Subject: Re: Vech Limit

Posted by [AmunRa](#) on Mon, 08 May 2006 02:28:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Cry me a river dave

Subject: Re: Vech Limit

Posted by [ghost](#) on Mon, 08 May 2006 02:53:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

/me cries you a river

Subject: Re: Vech Limit

Posted by [Titan1x77](#) on Tue, 09 May 2006 09:52:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

why not just update to the latest SSAOW?

Subject: Re: Vech Limit

Posted by [Cat998](#) on Tue, 09 May 2006 09:56:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan1x77 wrote on Tue, 09 May 2006 11:52add the latest scripts and go into console (of the server) and type "vlimit 20"

each team will now have a limit of 20.

doesnt get any easier then that.

All players will need to have the latest scripts.dll on their client, or it will be unfair.

Subject: Re: Vech Limit

Posted by [Titan1x77](#) on Wed, 10 May 2006 00:24:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually they need the BHS.dll, dont think they need scripts.dll too, but it wouldnt hurt to have both, I know BHS.dll is needed tho

But if they want to buy an extra vehicle they should go get it anyways.

Subject: Re: Vech Limit

Posted by [dsaw](#) on Fri, 12 May 2006 22:50:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

The Nod Single Player vehicles are not bound to a limit.
To bypass the vehicle limit simply "temp" the "SP" tanks
apply the multiplayer health/armor settings etc to them and
update the purchase settings to point to these instead.

Subject: Re: Vech Limit

Posted by [Blazer](#) on Sat, 13 May 2006 03:14:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

But then there would be no limit at all...Imagine the SFPS drop from a rush of 20 flame tanks :-\

Subject: Re: Vech Limit

Posted by [Kamuix](#) on Sat, 13 May 2006 03:44:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lol i highly doubt ever seeing a 20 Ftank rush. But yea the FPS would probably drop if it did happen

Subject: Re: Vech Limit

Posted by [dsaw](#) on Mon, 15 May 2006 11:24:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

image

File Attachments

1) [FLAMERS11.PNG](#), downloaded 404 times



Subject: Re: Vech Limit
Posted by [pig2cat](#) on Mon, 15 May 2006 12:37:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

dsaw wrote on Mon, 15 May 2006 07:24image

Imao, they are screwed:D

Subject: Re: Vech Limit
Posted by [ghost](#) on Mon, 15 May 2006 14:43:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kamuix wrote on Fri, 12 May 2006 20:44Lol i highly doubt ever seeing a 20 Ftank rush. But yea the FPS would probably drop if it did happen

Ive seen this when i was testing the settings with my freinds :S
Only it was like 10 med tanks & a few APC's (sfps dropped to 48)

Subject: Re: Vech Limit
Posted by [havoc9826](#) on Tue, 16 May 2006 03:47:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Pssh, that's nothing. Check out these videos of the secret powers of Black-Cell's admins and Dragonade (I apologize for the screaming of my teammates, but it can't be helped):

Video 1

Video 2

Subject: Re: Vech Limit
Posted by [Saga](#) on Wed, 17 May 2006 03:02:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

We have the higher vehicle limits running in The Brotherhood of Renegade server with the latest aow script. The only drawback i've seen so far is that vlimit has to be manually typed into the FDS each time a player joins in order for that player to be able to utilize 2.7.2 script. Additionally, a vehiclelimit.cfg support into brenbot needs to be done so that limits can be set per map, and some kind of timer perhaps needs to be used in order to refresh vlimit as players join and leave the server. I hope someone with the ability could make these changes, the higher vehicle limits on large maps makes the game feel new again.

Subject: Re: Vech Limit

Posted by [dudley](#) on Wed, 17 May 2006 03:25:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

doesnt even need much work of coding to put this in a mIRC script

Subject: Re: Vech Limit

Posted by [Whitedragon](#) on Wed, 17 May 2006 03:25:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

You shouldnt need to redo the vehicle limit each time a player joins, bhs.dll will automatically send the new vehicle limit to them when they join.

Subject: Re: Vech Limit

Posted by [Saga](#) on Wed, 17 May 2006 20:04:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Whitedragon,

I haven't observed the bhs to enable vehicle higher vehicle limits without manually inputing it in the FDS when a player joins mid-game. Yes, it will when the map changes. Unless you have another idea, it seems to me some timer will need to be implemented.

As for the scripting to use the commands vlimit and vlimitd in IRC, I'm open to suggestions. I'm not a scripter. An attempt to use the xml file and add this was not successful.

As I stated, I'm open to ideas.

Subject: Re: Vech Limit

Posted by [dudley](#) on Thu, 18 May 2006 03:30:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

```
on @*:TEXT:~:~:chan:{
  if (($nick == brenbotnick) && ($1-3 == Level loaded ok)) {
    run C:\Westwood\RenegadeFDS\Server\renrem.exe -r="vlimit 20" ServerIP RemAdminPort
    RemAdminPass LocalPort
  }
}
```

Subject: Re: Vech Limit

Posted by [Saga](#) on Fri, 19 May 2006 13:29:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Pardon my ignorance please. What is that script line supposed to do? And if it addresses the problem, where is it added too?

Subject: Re: Vech Limit
Posted by [dudley](#) on Fri, 19 May 2006 16:55:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

thats a mIRC script simply using renrem to set the command vlimit 20 whenever a new map is loaded
never tried the vlimit command myself though

Subject: Re: Vech Limit
Posted by [AmunRa](#) on Sat, 20 May 2006 00:32:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

message me if you want it done saga

Subject: Re: Vech Limit
Posted by [Saga](#) on Sat, 27 May 2006 06:12:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thank you for the offer amanra, but this still is a bigger problem than an irc script I think. We have a new server, a fresh reinstall and still the same outcome. A client that joins cannot exceed vehicle limit unless someone in the FDS manually types vlimt and sets a vehicle number. As I've stated before, it seems to me a timer of some sorts needs to contact the fds periodically with a set vehicle limit command. Perhaps a better solution is possible, but the scripts in the server and client seem to be like an old married couple - they don't talk to each other often enough.

Subject: Re: Vech Limit
Posted by [jonwil](#) on Sat, 27 May 2006 14:13:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I can confirm that the vehicle limit works just fine as long as both the server and all the clients have the latest version of the custom scripts.dll.

Subject: Re: Vech Limit

Posted by [ghost](#) on Sun, 28 May 2006 01:46:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hmmm...

I use ssaow1.5 and i dont see the "vlimit" command on the fds console. couldnt you add it? ive tired the script and it didnt work.

Subject: Re: Vech Limit

Posted by [jonwil](#) on Sun, 28 May 2006 22:57:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

SSAOW 1.5 is too old for vlimit.

You will probably have to wait untill SSAOW 1.6.

Subject: Re: Vech Limit

Posted by [BHmath](#) on Wed, 31 May 2006 01:07:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

ghost wrote on Sun, 07 May 2006 11:04Ive recently notice that my vech limit for my server is too small (considering the amount of players to vechs) and i was wondering is there a way to edit the vech limit? Ive searched in the WF presets and a few other places but came up short

Talk to Wilost0rm from St0rm. He has new updated scripts that allow you to edit the veh limit.
(code: vlimit)
