Subject: Vehicle Count
Posted by England on Fri, 07 Mar 2003 11:41:42 GMT
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Has any one ever looked into the vechicle count paramiter?

Making it possible for servers hosts to set up how many vehicles per team etc? Or would that intail a FDS rewrite? As well as game

Subject: Vehicle Count
Posted by [sg]the0ne on Fri, 07 Mar 2003 11:57:56 GMT
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This is a lil OT but I've seen screens for an idea on proxy mine count for hotwires - is it resonably do-able ? If so that would rock !

Subject: Vehicle Count
Posted by PiMuRho on Fri, 07 Mar 2003 12:20:46 GMT
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I've campaigned for ages to have the vehicle limit as a server-side variable, but no joy. I presume it's controlled entirely by the server, and would require an FDS rewrite, unless someone wants to try and hex edit to find the value

Subject: Vehicle Count
Posted by snipefrag on Fri, 07 Mar 2003 12:35:23 GMT
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urgh hexdecimals.....

Subject: Vehicle Count
Posted by General Havoc on Fri, 07 Mar 2003 16:05:44 GMT
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Not sure about vehicle limits. But we have got a script working that allows you to set a scripts parameters from the server side. For example we can set the CTF count and TDM (coming soon) kill count from a script. This script allows you to change the parameters of a script thats used in game from the server. Unless theres a way of setting the vehicle limit from a script then i don't know how it could be done.

Subject: Vehicle Count
Posted by Griever92 on Sat, 08 Mar 2003 23:32:01 GMT
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yes, those damned Hexadecimels, so confusing sometimes *accidently deletes a line of them*
"SH!T"