
Subject: Various things missing from multiplayer.
Posted by [Weirdo](#) on Tue, 18 Jan 2005 10:30:34 GMT
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Laeubia) this was never possible in an game >1 Player.
It is for test urpose only, so you not need to change every little pice reexport etc. You can now theack the settigs in game, write them down, and apply in Leveledit

Not to make you look stupid, not many people know this. But I think it was patch version .32 or something that had a beta release. In this beta it was actually possible to edit the vehicle settings on WOL in bigger servers.

Man some games I played with that version in those times were really screwed .
