Subject: Re: armor.ini in the always2.dat
Posted by Whitedragon on Tue, 05 Jul 2005 07:08:38 GMT
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You could give flying vehicles the medium armor type, you can change the armor type of vehicles server side using the set_shield_type command, however this only effects its armor and not its health. You MIGHT be able to change both the health and armor type in objects.ddb, though.