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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [EA-DamageEverything](#) on Sat, 18 Mar 2006 00:06:24 GMT  
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It IS MPgaming where the stanks have 2 seats. And they CAN be changed serversided.

The problem is the same on my side. I changed the seat numbers in Leveledit while modding the objects.aow from ssaow 1.41.

Put it back into DATA and every vehicle I buy explodes inside the production hall inside the Wf after being built.

The funny thing is, with ssaow 1.34 and its objects.aow it will work. I have had made a mod where the choppers can carry 6, the APCs can hold 8 people.

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