

---

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 needd 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.

---