
Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Kamuix](#) on Fri, 11 Aug 2006 03:53:57 GMT

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Some people actually think that it works, even though they keep lagging back to the original speed of the vec, they still think its going faster and will blame the lag they get in the vec on the server . Lol which is kinda funny.

But part of this is interesting, if you were to edit the Objects.DDb for your server and lets say you set the Buggy's torg up to 10000, and someone joins the server and does the same thing using the EDIT_VEHICLE command, It would work.

I wonder if its possible to set a clients options on vehicles.
