
Subject: Re: Question about TT and serverside
Posted by [jonwil](#) on Mon, 18 Nov 2013 01:37:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

In addition to max health/armor you can also set the Skin field of an object and have it sent over the network.

And you can change the radar blip color/shape with Commands->Set_Obj_Radar_Blip_xxx (or will in scripts 4.1 at least)

And you can also properly reset the animation on an object.

Oh and various things related to adding/removing ammo and weapons from objects, especially vehicles now work in 4.0 over the network (e.g. Commands->Clear_Weapons, Commands->Add_Weapon, Commands->Remove_Weapon, Commands->Select_Weapon, adding ammo etc)

And Commands->Enable_Stealth will work over the network in 4.0

Also, Toggle_Fly_Mode will work correctly in 4.0 (i.e. you wont get client "lag" from flying caused because the server thinks you are flying but the client does not)

Needless to say, all of these things require 4.x on the client and server to work.
