
Subject: Re: Question about TT and serverside
Posted by [Gen_Blacky](#) on Mon, 18 Nov 2013 02:48:34 GMT
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jonwil wrote on Sun, 17 November 2013 18:37In 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)

haha finally.
