
Subject: Re: Mod-related changes in scripts 4.1
Posted by [Jerad2142](#) on Sun, 08 Dec 2013 19:12:41 GMT
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I see you've made the ability to disable controlling vehicles, I'd like to request the same be made for infantry; In Rp2:ECW when you exceed your weapon inventory weight I lock you in place with good old Attach_Object_To_Bone, but if I could simply disable the players ability to control their character that'd be loads better as other things would then be able to push you around and so forth.
