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Subject: Re: Vehicle WEAPON names no longer shows up

Posted by [Jerad2142](#) on Tue, 29 Apr 2014 17:30:53 GMT

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danpaul88 wrote on Tue, 29 April 2014 10:20 VehicleNameID should be the string that is shown when you point your crosshairs at the vehicle from outside, the weapon name should come from the weapon definition as I recall.

Vehicle->TranslatedNameID is what a vehicle gets its name from.

Weapon->IconNameID is what normal infantry weapons get their name from.

Vehicle->VehicleNameID is what used to show up as the vehicle's weapon name prior to 4.X at least.

Now it seems none of these affect the vehicle weapon name.

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