Subject: Re: Vehicle WEAPON names no longer shows up
Posted by danpaul88 on Thu, 01 May 2014 14:06:37 GMT
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No, we do know why it isn't working, as jonwil explained above. The top 999 allocated IDs are un-usuable for vehicle weapon names currently, as indicated above. It will be patched for 5.0 and in the 4.2 branch.

Checking against the object count IS valid due to how it populates gaps in the table but there is a different bug whereby it should have subtracted 1000 from the ID first before comparing it to the count.