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Subject: Attack Helicopter's Carrying two People.  
Posted by [Spetz5](#) on Mon, 06 Mar 2006 21:42:17 GMT  
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Hello, I recently attempted to make Attack Helicopters (GDI Orca, and Nod Apache) Carry 2 people, except when you buy them, they explode on purchase. Anyone know the problem? or if this is even possible?

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [BlazeDragoon](#) on Mon, 06 Mar 2006 22:14:20 GMT  
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Yes it's possible I've already done it before...didn't explode though

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Spetz5](#) on Mon, 06 Mar 2006 22:35:26 GMT  
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Really? I did this for a server side mod though, and I didn't touch anything I simply set the max seats to 2, and they blew up.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Viking](#) on Mon, 06 Mar 2006 23:36:39 GMT  
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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [JeepRubi](#) on Mon, 06 Mar 2006 23:54:15 GMT  
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idjit626 wrote on Mon, 06 March 2006 17:36?

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Spice](#) on Tue, 07 Mar 2006 01:13:23 GMT  
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You might have faulty settings or something. Make sure you are only changing the seat count settings and nothing else. I'd start from scratch and try changing the seat count.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Whitedragon](#) on Tue, 07 Mar 2006 02:39:55 GMT  
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You cant change the seat count server side.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Tunaman](#) on Tue, 07 Mar 2006 09:49:12 GMT  
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Are you sure? Because on UNRULES, I'm pretty sure they have it to where stanks can hold 2 people.. At least it used to be like that.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [reborn](#) on Tue, 07 Mar 2006 15:40:59 GMT  
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Ralphzehunter wrote on Tue, 07 March 2006 04:49Are you sure? Because on UNRULES, I'm pretty sure they have it to where stanks can hold 2 people.. At least it used to be like that.

Arean't you thinking of MP-gaming?

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [EA-DamageEverything](#) on Sat, 18 Mar 2006 00:06:24 GMT  
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It IS MPgaming where the stanks have 2 seats. And they CAN be changed serversided.

The problem is the same on my side. I changed the seat numbers in Leveledit while modding the objects.aow from ssaow 1.41.

Put it back into DATA and every vehicle I buy explodes inside the production hall inside the Wf after being built.

The funny thing is, with ssaow 1.34 and its objects.aow it will work. I have had made a mod where the choppers can carry 6, the APCs can hold 8 people.

Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Whitedragon](#) on Sat, 18 Mar 2006 01:07:11 GMT  
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You cannot change the seat count server side, doing so makes the vehicle glitch when someone gets in it.  
What MP does is use the stank preset from SP, which already has 2 seats for some reason.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [terminator 101](#) on Sat, 18 Mar 2006 20:30:05 GMT  
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How do you know the Stank from SP has two seats? Besides, where in SP can you drive Stank?

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [danpaul88](#) on Sun, 19 Mar 2006 11:06:58 GMT  
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you cant drive it anywhere, but you can open level editor, go to the SP stank preset and look at the seat count

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Spoony](#) on Mon, 20 Mar 2006 04:15:50 GMT  
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There was a stank you could drive in one of the single player missions... the one where Sakura breaks you from the jail cell.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [Spice](#) on Mon, 20 Mar 2006 04:57:56 GMT  
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Terminator 101 wrote on Sat, 18 March 2006 15:30How do you know the Stank from SP has two seats? Besides, where in SP can you drive Stank?

He looked at the preset, obviously.

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Subject: Re: Attack Helicopter's Carrying two People.  
Posted by [hunteroo2](#) on Wed, 22 Mar 2006 02:19:49 GMT  
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MaidenTy1 wrote on Sun, 19 March 2006 20:15 There was a stank you could drive in one of the single player missions... the one where Sakura breaks you from the jail cell.  
only?

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