
Subject: EDIT_VEHICAL In FDS's
Posted by [Zion](#) on Wed, 09 Aug 2006 19:37:54 GMT
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I have noticed players doing this in my server, they are editing the vehicals giving them low grav, high susp and what-not.

I wish to know why is this possible and what i can do to stop it, or, will it affect the server or any other players?

Yes i do have an edited server.dat to get rid of the gameplay pending for one player etc etc.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [EvilWhiteDragon](#) on Wed, 09 Aug 2006 22:03:41 GMT
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From my experience will that only create "lag" for the ppl that edit the vehicles, as they are only edited client side. That way it appears you are going fast (as client) but after a small time you will "lag" back, since the server says you cant go that fast in that vehicle.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Nightma12](#) on Wed, 09 Aug 2006 22:42:02 GMT
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wasnt this fixed in a ren patch???????

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Stumpy](#) on Thu, 10 Aug 2006 10:07:13 GMT
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yes it was fixed in a renpatch but the server.dat hack removed the fix.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [EvilWhiteDragon](#) on Thu, 10 Aug 2006 12:12:22 GMT
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I don't understand why you even want that patch if you dont run a COOP-server. Else if someone joins and he's the 1st then he can rig all the others buidlings with remote C4 and as soon as the other joins he destroys the buildings. And he will even without the remotes way more money then the other ppl.

I think it really unbalances the game.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Zion](#) on Thu, 10 Aug 2006 15:13:51 GMT
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This is for a RPG server, so sometimes people wish to be on the same team.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Kamuix](#) on Fri, 11 Aug 2006 03:53:57 GMT
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Some people actually think that it works, even though they keep lagging back to the original speed of the vec, they still think its going faster and will blame the lag they get in the vec on the server . Lol which is kinda funny.

But part of this is interesting, if you were to edit the Objects.DDb for your server and lets say you set the Buggy's torg up to 10000, and someone joins the server and does the same thing using the EDIT_VEHICLE command, It would work.

I wonder if its possible to set a clients options on vehicles.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Goztow](#) on Fri, 11 Aug 2006 08:53:04 GMT
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However, even if they get set back, wouldn't they be able to explore the enemy base during the time they do it and get set back?

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Caveman](#) on Fri, 11 Aug 2006 11:25:54 GMT
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No not really because lets say if you made your buggy 100x faster before you could count to 1 you'd be back in your place...I dont see the reason for doing it..

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [danpaul88](#) on Fri, 11 Aug 2006 17:02:03 GMT
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and all the warping around would mean you would find it hard to get anywhere as you never know where you REALLY are on the map unless you stay still...

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Zion](#) on Fri, 11 Aug 2006 22:27:04 GMT
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So it does absolutely nothing to other clients or the server (apart from increased ping for that player due to him/her being in a position the server won't allow)?

If so i will remove the rule from the server.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Caveman](#) on Sat, 12 Aug 2006 00:54:28 GMT
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It doesnt increase your ping at all. As you said, it does NOTHING to anyone or anything. They may think they can edit the engine power or the weight but when you move you go back to the place you were in + the distance you would have moved if you didn't edit the vehicle.

This also applys to client side foot speed. Hence why most damage hacks dont have "super speed" in them because the server doesn't reconise your movements, so it 'lags' if you will back to your place. It is pointless. Seriously.

Subject: Re: EDIT_VEHICAL In FDS's
Posted by [Zion](#) on Sat, 12 Aug 2006 15:05:37 GMT
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Tell that to the people who do it.
