
Subject: Vehicle Speed

Posted by [mr£ÄŞÄ-z](#) on Sun, 23 Sep 2007 12:48:51 GMT

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How can i change the Speed of vehicles? like make a race server

Subject: Re: Vehicle Speed

Posted by [Spice](#) on Sun, 23 Sep 2007 14:48:02 GMT

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Try increasing the engine torque for speed, reducing the drag and increase the traction for handling.

Subject: Re: Vehicle Speed

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 14:51:28 GMT

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No, that just makes you look nub in a server, typing edit while in a vehicle isnt server side and just makes you laggy while others see you the same speed as them, you have to edit some script, I remember someone asked this before, all i know is theres a script or text files for vehicle stats, you can edit their stats serverside.

Subject: Re: Vehicle Speed

Posted by [mr£ÄŞÄ-z](#) on Sun, 23 Sep 2007 15:14:42 GMT

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Subject: Re: Vehicle Speed

Posted by [AoBfrost](#) on Sun, 23 Sep 2007 15:17:30 GMT

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I'm sure someone else in renforums remembers how to do it, because I remember someone saying "just type edit and change the torque" and then someone else said no, the only way to make it lag free and serverside was to change some text file or script.

Subject: Re: Vehicle Speed

Posted by [Gen_Blacky](#) on Sun, 23 Sep 2007 19:38:38 GMT

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cant you change engine torque and stuff in game when you press f8
Edit_vehicle ?

Cant you just change the defaults for that in c++ ?

Subject: Re: Vehicle Speed
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 19:45:40 GMT
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Doesnt matter, if you do it ingame, you end up lagging back, I used to think I was speeding ahead of people but in the end I'd see them in front of me because you lag back when you use F8 and type edit, you have to do it through scripts or else it will be laggy and wont be serverside.

Subject: Re: Vehicle Speed
Posted by [Gen_Blacky](#) on Sun, 23 Sep 2007 20:44:15 GMT
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did you get what i said

edit the defaults in c++

Subject: Re: Vehicle Speed
Posted by [Yourlastmemory](#) on Sun, 23 Sep 2007 21:43:37 GMT
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Sigh Nubs, You use a temp file or a objects.ddb file from LE after you modded it to the fast vehicles, and whatever.

Subject: Re: Vehicle Speed
Posted by [AoBfrost](#) on Sun, 23 Sep 2007 21:52:59 GMT
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If you do it that way, then it might be possible to make it different for each map. Such as the way he wants it.

Subject: Re: Vehicle Speed
Posted by [mrÅ£ÅŞÅ-z](#) on Sun, 23 Sep 2007 22:18:29 GMT
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Sigh Nubs, You use a temp file or a objects.ddb file from LE after you modded it to the fast

vehicles, and whatever

No i dont like maps wich crash my server !FUCKING TEMPS!

Subject: Re: Vehicle Speed
Posted by [Veyrdite](#) on Wed, 26 Sep 2007 05:40:06 GMT
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Renegade has the bug to allow people to edit vehicle stats on their client.
Quote:How can i change the Speed of vehicles? like make a race server
Not client side! He did not ask that.

Subject: Re: Vehicle Speed
Posted by [Whitedragon](#) on Wed, 26 Sep 2007 05:48:55 GMT
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While you can edit vehicle speed server side it will cause clients to lag when using those vehicles making it pretty much unplayable.

Subject: Re: Vehicle Speed
Posted by [Cat998](#) on Wed, 26 Sep 2007 05:56:32 GMT
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It will always lag you back to the positions you should be with normal speed, so it's useless.
The only way it's possible to do it is to make the changes Serverside AND clientside.

Subject: Re: Vehicle Speed
Posted by [The Elite Officer](#) on Fri, 28 Sep 2007 15:44:50 GMT
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OMG there is like an INI file in the Level Edit folder of vehicles. I have done that before on a server. I will see if I can find it.

Subject: Re: Vehicle Speed
Posted by [mr£ÄŞÄ-z](#) on Fri, 28 Sep 2007 16:05:35 GMT
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but there u cant edit veh speed

Subject: Re: Vehicle Speed

Posted by [AoBfrost](#) on Fri, 28 Sep 2007 16:47:51 GMT

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If there is a .ini, then somehow find/extract it and edit it in notepad.

Subject: Re: Vehicle Speed

Posted by [mr£Ä\\$Ä-z](#) on Fri, 28 Sep 2007 16:50:19 GMT

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in vehicles.ini is only

[GDI Humm-Vee]

NameID=IDS_Enc_Vehic_GDI_Humm_Vee_Name

DescriptionID=IDS_Enc_Vehic_GDI_Humm_Vee_Desc

AffiliationID=IDS_Enc_Team_GDI_Team_Name

Model=V_GDI_HUMVEE

DefinitionName=GDI_Humm-Vee

ID=13

PlayerType=GDI

[GDI Mammoth Tank]

NameID=IDS_Enc_Vehic_GDI_MammothTank_Name

DescriptionID=IDS_Enc_Vehic_GDI_MammothTank_Desc

AffiliationID=IDS_Enc_Team_GDI_Team_Name

Model=V_GDI_MAMMTH

DefinitionName=GDI_Mammoth_Tank

ID=14

PlayerType=GDI

Subject: Re: Vehicle Speed

Posted by [Caveman](#) on Fri, 28 Sep 2007 16:52:28 GMT

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AFAIK, if you change the vehicle stats server side without the client matching you will just lag back to the position that you was in.

I have downloaded a racing mod for my server before but obviously I had to have the pkg in my data folder aswell.

Subject: Re: Vehicle Speed

Posted by [Cat998](#) on Sun, 30 Sep 2007 06:32:58 GMT

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Caveman wrote on Fri, 28 September 2007 18:52AFAIK, if you change the vehicle stats server side without the client matching you will just lag back to the position that you was in.

That's what I said few posts above
