Subject: How to activate vehicle shells?
Posted by Lurtz1122 on Thu, 29 Nov 2007 18:21:47 GMT
View Forum Message <> Reply to Message

how do u active ate vehicle shells on online, and or multyplayer pratice?

Subject: Re: How to activate vehicle shells?
Posted by Starbuzz on Thu, 29 Nov 2007 18:32:06 GMT
View Forum Message <> Reply to Message

I THINK it is serverside. So, you can't activate it yourself during multiplayer. It depends on the server; it may or may not have shells enabled.

As for multiplayer practice, I do not know.

Subject: Re: How to activate vehicle shells?
Posted by sadukar09 on Thu, 29 Nov 2007 22:15:27 GMT
View Forum Message <> Reply to Message

Lurtz1122 wrote on Thu, 29 November 2007 12:21how do u active ate vehicle shells on online, and or multyplayer pratice?
You can't do it for MP Practice, it's server sided. Sorry. :/
EDIT:Typo

Subject: Re: How to activate vehicle shells?
Posted by Lurtz1122 on Thu, 29 Nov 2007 23:14:35 GMT
View Forum Message <> Reply to Message

then how do u activate it on a server?

Subject: Re: How to activate vehicle shells?
Posted by bisen11 on Fri, 30 Nov 2007 04:22:41 GMT
View Forum Message <> Reply to Message

Technically you can do it. You just need to make an objects mod and add the scripts. Do oyu know how to do that?

Subject: Re: How to activate vehicle shells?
Posted by The Elite Officer on Fri, 30 Nov 2007 16:46:27 GMT
View Forum Message <> Reply to Message

sadukar09 wrote on Thu, 29 November 2007 17:15Lurtz1122 wrote on Thu, 29 November 2007 12:21how do u active ate vehicle shells on online, and or multyplayer pratice?
You can't do it for MP Practice, it's server sided. Sorry. :/
EDIT:Typo

WRONG, you can activate vech shells in MP practiece, you have to add a script to the vech it is something like "JFW_Drop_Shell" or "JFW_Drop_Preset_When_Destroyed" (or some other script)and in this case you whould have to add the destroyed vech preset. They are somewhere like "Tile--->DSAPO--->Dectrotavie--->Vechiles_Destroyed" but you would also have to attach a script to the destroyed vech preset like "TDX_Replace_When_Repaired" or "JFW_Vehicle_Wreakage_Repairable" (not quite sure of the exact name) Hope this help, I will post some more details soon.

Subject: Re: How to activate vehicle shells?
Posted by sadukar09 on Fri, 30 Nov 2007 16:58:32 GMT
View Forum Message <> Reply to Message

The Elite Officer wrote on Fri, 30 November 2007 10:46sadukar09 wrote on Thu, 29 November 2007 17:15Lurtz1122 wrote on Thu, 29 November 2007 12:21how do u active ate vehicle shells on online, and or multyplayer pratice?
You can't do it for MP Practice, it's server sided. Sorry. :/
EDIT:Typo

WRONG, you can activate vech shells in MP practiece, you have to add a script to the vech it is something like "JFW_Drop_Shell" or "JFW_Drop_Preset_When_Destroyed" (or some other script)and in this case you whould have to add the destroyed vech preset. They are somewhere like "Tile--->DSAPO--->Dectrotavie--->Vechiles_Destroyed" but you would also have to attach a script to the destroyed vech preset like "TDX_Replace_When_Repaired" or "JFW_Vehicle_Wreakage_Repairable" (not quite sure of the exact name) Hope this help, I will post some more details soon.

And where would you place the scripts? Plus I'm sure he can't map. He was talking about a "turn shell on" button.

Subject: Re: How to activate vehicle shells?
Posted by The Elite Officer on Fri, 30 Nov 2007 17:19:36 GMT
View Forum Message <> Reply to Message

I can map, and I told you jackass, read the fucking post again.

Subject: Re: How to activate vehicle shells?
Posted by Lurtz1122 on Fri, 30 Nov 2007 18:05:03 GMT
View Forum Message <> Reply to Message

ok ive read all of that but where do i add the scripts, do i need a program? and what do i need?

Subject: Re: How to activate vehicle shells?
Posted by Ethenal on Fri, 30 Nov 2007 22:41:27 GMT
View Forum Message <> Reply to Message

The Elite Officer wrote on Fri, 30 November 2007 11:19I can map, and I told you jackass, read the fucking post again.

Wow you are FUCKING STUPID. He said that lurtz could not map, why don't YOU read the post before you make a fool of yourself.