
Subject: EDIT: Vehicle limit

Posted by [Goonhaven](#) on Thu, 13 Mar 2008 18:44:22 GMT

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EDIT: How do you change the vehicle limit? I edited mapsettings.xml to vehicle limit: 3. But this didn't change it in game apart from the message that pops up when you say !vlimit. The actual vlimit (8) stayed the same.

Subject: Re: Messages.cfg - Server Rules

Posted by [Carrierll](#) on Thu, 13 Mar 2008 19:06:42 GMT

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Keep them under what I imagine is 255 characters?

Subject: Re: Messages.cfg - Server Rules

Posted by [Goonhaven](#) on Thu, 13 Mar 2008 19:07:37 GMT

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Oh I see, thankyou.

Just one more question, how do you make it so that the vehicle limit takes effect? I edited it in mapsettings.xml to 3 on every map, and although it says vehlimit = 3 ingame it is in fact 8 still.

Subject: Re: EDIT: Vehicle limit

Posted by [Goztow](#) on Thu, 13 Mar 2008 20:34:07 GMT

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I suppose u can only set it higher than 8, maybe?

Subject: Re: EDIT: Vehicle limit

Posted by [danpaul88](#) on Thu, 13 Mar 2008 21:46:11 GMT

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Make sure your server is running an up to date version of scripts.dll, as that is required for the vehicle limit change to work. Also ensure that any mods you have installed on the server do not change the vehicle limit themselves, as this may reset the limit set by BRenBot.

Subject: Re: EDIT: Vehicle limit
Posted by [Genesis2001](#) on Fri, 14 Mar 2008 00:43:44 GMT
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Make sure you are running Scripts.dll 2.9+ for the client.

~Zack

Subject: Re: EDIT: Vehicle limit
Posted by [Goonhaven](#) on Fri, 14 Mar 2008 16:38:28 GMT
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Well I don't have any mods apart from editing two maps to be CTF and Sniper Mode (and obviously on those maps the vlimit doesn't matter because vehicles are disabled). My Scripts.dll file is version 3.4.1.

EDIT: So I guess no one knows why it's not working then eh?
