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Subject: skin and shield

Posted by [robbyke](#) on Fri, 30 Mar 2012 21:39:21 GMT

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i made it possible to buy veh armor and skin (light)

now a humvee/buggy get 80 damage from rail

but a player stil get the full 200

if i use the scripts to set the armor/skin of the veh to the ones i used for the players i get the same damage

do i use the wrong skin/shield? (SkinVehicleLigh and ShieldVehicleLight)

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Subject: Re: skin and shield

Posted by [zunnie](#) on Fri, 30 Mar 2012 21:54:10 GMT

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What you want to use are the CNC ones, the others are used in Single Player.

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Subject: Re: skin and shield

Posted by [robbyke](#) on Fri, 30 Mar 2012 21:58:50 GMT

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yea now im browsing trough objects.ddb i noticed what a fail

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