
Subject: set object type for vehicles
Posted by [robbyke](#) on Tue, 17 Jul 2012 15:20:06 GMT
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ive made it possible to enter emplacements defences for players

but when a player gets out it should set its type back to the correct team

It DOES set the team but players dont see that is it possible to force an update on that?

Subject: Re: set object type for vehicles
Posted by [Distrbd21](#) on Tue, 17 Jul 2012 15:50:28 GMT
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robbyke wrote on Tue, 17 July 2012 10:20ive made it possible to enter emplacements defences for players

but when a player gets out it should set its type back to the correct team

It DOES set the team but players dont see that is it possible to force an update on that?

Use a timer when the exit they gun emplacement to reset the team 0.01f, after the player gets out.

Subject: Re: set object type for vehicles
Posted by [danpaul88](#) on Tue, 17 Jul 2012 15:59:04 GMT
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The number of times I have had to do that hack in scripts in prevent things crashing or getting out of sync when you do things too quickly is amazing... got to love Renegades netcode

Subject: Re: set object type for vehicles
Posted by [robbyke](#) on Tue, 17 Jul 2012 16:06:29 GMT
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thnx should have thought about that

Subject: Re: set object type for vehicles
Posted by [jonwil](#) on Wed, 18 Jul 2012 01:27:39 GMT
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If you want to force an object to sync up netcode wise, call `Update_Network_Object`.
If you have ejected a player from a vehicle with an engine call, you have to wait for some function

to run (e.g. via a timer) to allow the normal engine code to run and carry out the normal player eject player.

If you are inside a handler for CUSTOM_EVENT_VEHICLE_EXITED, you also need a time delay.

Subject: Re: set object type for vehicles

Posted by [iRANian](#) on Wed, 18 Jul 2012 09:15:20 GMT

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Why does the engine at transition start teleport your position and at the end (in a second function) actually do the rest of the transition (e.g. leave or enter a vehicle)?

Subject: Re: set object type for vehicles

Posted by [Jerad2142](#) on Wed, 18 Jul 2012 18:31:07 GMT

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Probably was old code left over from when your character used to animate when getting in and out of vehicles my guess would be.
