
Subject: SSGM vehicle shells invulnerability
Posted by [iRANian](#) on Tue, 13 Aug 2013 21:04:55 GMT
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for some reason vehicle shells are invulnerable up to 3 seconds after they were created.

Subject: Re: SSGM vehicle shells invulnerability
Posted by [Lazy5686](#) on Wed, 14 Aug 2013 01:43:45 GMT
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Assuming you are talking about Jelly. I could have sworn this happened before and was due to a weird armor type being applied for a few seconds. I also thought we disabled it and gave shells medium armor immediately after appearing.

Subject: Re: SSGM vehicle shells invulnerability
Posted by [liquidv2](#) on Wed, 14 Aug 2013 01:46:55 GMT
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not sure of what it's set to, but Iran is right
it's annoying because it shields the driver and any passengers from fire for that many seconds (and requires being shot again to be destroyed)

Subject: Re: SSGM vehicle shells invulnerability
Posted by [Xpert](#) on Wed, 14 Aug 2013 05:26:10 GMT
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It's in SSGM. There's a timer on the shell created that gives it BLAMO armor for 2 seconds before changing it to SkinVehicleLight.

The timer isn't really needed. And the shell armor should be set to Medium not Light.

Scruffy, I finished the jelly scripts about 2 weeks ago but I don't think anybody cares about it -_-

Subject: Re: SSGM vehicle shells invulnerability
Posted by [iRANian](#) on Wed, 14 Aug 2013 07:42:47 GMT
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Oh and the armor type on the shells of light armored vehicles is heavier than the vehicle itself. E.g. when you shoot a Biggy with Ramjet it does 60 damage per shot, but a Biggy shell takes almost no damage.
