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Announcements



Site Relaunched 10/13/2016

Welcome back to BFEditor.org! We've upgraded the forum software, removed the spammers, and improved security. Apologies for the downtime! Det



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Member



 Posted June 11, 2006 · Report post

With thecontroversial.... (to say the least) addition of flying cars.... i would like to know how to add them to my map. I personally, am against them... but unfortunately... i see fit to have them added.

I have the new editor- but cant find where i tick a box, or choose what vehicle drops, or whatever....

help much appreciated... Titch

Shaft 1309

Member



Members

Posted June 17, 2006 · Report post

this is very easy, go to your Maps Init.con and add these lines:

gameLogic.setTeamDropVehicle 1 "jep_vodnik"

gameLogic.setTeamDropVehicle 2 "usjep hmmwv"

do you want to change the vehicle paste for example this:

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73 posts

gameLogic.setTeamDropVehicle 1 "rutnk_t90"

gameLogic.setTeamDropVehicle 2 "ustnk m1a2"

but there is one confinement, you can only drop vehicles which yre also on your Map, so you are not able to drop a Faav at karkand...

hope you understood my bad english

Titch2349

Member



Posted June 18, 2006 · Report post

man... you are a star 👸

and your english is fine 👸



gfcused

Newbie



Posted July 10, 2006 · Report post

Shaft 1309 said:

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hope you understood my bad english

4

Do I have to add the lines in a specific order or just anywhere in the Init.con file?

dehahs

Member



Members

0

58 posts

Posted July 11, 2006 · Report post

gfcused said:

Do I have to add the lines in a specific order or just anywhere in the Init.con file?

works for me when i put it at the very end of the file.

also, i think every time you package the mod, the editor erases the vehicle drop code. so i have to copy and paste it in every time i package.

mschoeldgen[Xw w21

God-like



Moderators

• 0

8,876 posts Gender:Male Interests:Simulators, FP Games, Bass playing Posted July 11, 2006 · Report post

dehahs said:

works for me when i put it at the very end of the file.

also, i think every time you package the mod, the editor erases the vehicle drop code. so i have to copy and paste it in every time i package.

It should stay permanently when you put your lines into the tmp.con instead of the init.con. The tmp.con will not be altered by the editor and is already called by init.con.

dehahs

Member



Members

0
58 posts

Posted July 11, 2006 · Report post

Quote

' date='Jul 11 2006, 07:50 AM' post='43898']

It should stay permanently when you put your lines into the tmp.con instead of the init.con. The tmp.con will not be altered by the editor and is already called by init.con.

oh cool. i'll definetely try that out. thanks!



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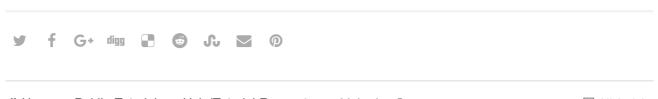
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