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Announcements

**Site Relunched** 10/13/2016

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

**vehicle drop?**[Sign in to follow this](#)

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Started by Titch2349, June 11, 2006

8 posts in this topic

Titch2349

Member



Members

0

135 posts

Gender: Male

Location: Lincoln, UK

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:

● 0
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

● ●



Members

● 0

135 posts

Gender:Male

Location:Lincoln, UK

Posted June 18, 2006 · [Report post](#)



man... you are a star 😄

and your english is fine 😄

gfcused

Newbie

●



Members

● 0

16 posts

Location:Oslo, Norway

Posted July 10, 2006 · [Report post](#)



▼ **Shaft 1309 said:**



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

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hope you understood my bad english

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

dehahs

Member



Members



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
w2]**

God-like



Moderators



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



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!

[WCC]ToetaggerPosted July 12, 2006 · [Report post](#)

Newbie

That should come in handy! 😊



Members

● 0

33 posts

Location: Canada

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