Subject: Re: [Plug-in] SSGM2.02 SellVehicle BETA
Posted by havoc9826 on Sat, 18 Apr 2009 03:28:10 GMT

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reborn wrote on Fri, 17 April 2009 04:31havoc9826 wrote on Fri, 17 April 2009 00:19Actually, on Black-Cell it was just that you couldn't sell it within a certain distance of the enemy base.

I know you was replying to Xpert, but just to address this, I wasn't super keen on adding that functionality in. It would of been possible to do, and I did consider it, but I wasn't sure of the right distance to use anyway.
I did a little thinking last night, and then I found the DA wiki on archive.org (the original was never restored after the last BC website crash). It turns out that the distance from enemy base thing I was thinking of was for the supply crate drop, not the !sellveh command, which could be used anywhere but ran the risk of enemies stealing it much more easily if you try it while in their base. Man, I've been out of the BC server for too long now.