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Subject: Animations of Characters Inside Vehicles

Posted by [Anonymous](#) on Fri, 31 Jan 2003 02:19:00 GMT

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Is it possible to hide parts of a model under certain conditions? (maybe as part of a new script) If so, you could remake a vehicle model with the character as part of it (with it's own bones). When the vehicle is empty, the character isn't displayed. When occupied, the character is displayed. I'm dredging my memory here, but I seem to recall Greg saying something about being able to alter the vehicle models based on damage, so I'm kind of relating it to that.

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