
Subject: Making Driver appear in vehicles

Posted by [bigwig992](#) on Sat, 11 Dec 2004 18:17:28 GMT

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Quote:JFW_Per_Preset_Visible_Person_In_Vehicle (makes a person model show up in a vehicle when someone is inside it)

BoneName (bone to attach the person object to)

Message (message to send)

JFW_Per_Preset_Visible_People_In_Vehicle (makes a person model show up in a vehicle when someone is inside it, this one does it twice for 2 people in the vehicle)

BoneName1 (bone name to attach the person object to for the first model)

BoneName2 (bone name to attach the person object to for the second model)

Message1 (message to send for the first model)

Message2 (message to send for the second model)

JFW_Visible_Person_Settings (script for doing the per-infantry-preset part of the visible people logic)

Message (message to listen for)

ModelName (the name of the w3d file to use for the person model, without the .w3d on the end)

Animation (the name of the animation to play on the person model, it will loop indefinitely as long as the person model is visible)

Subobject (the subobject to use for this animation, a value of 0 will mean "no subobject")

FirstFrame (frame to start animating at, 0 means first frame, -1 means "current frame")

LastFrame (frame to go to, -1 means "end of animation")

Blended (some value for blended animation, only applies to Solders)

Basically, you stick JFW_Visible_Person_Settings on an infantry preset and JFW_Per_Preset_Visible_Person_In_Vehicle or JFW_Per_Preset_Visible_People_In_Vehicle on the vehicle preset.

If you don't put JFW_Visible_Person_Settings on an infantry unit, you will get an invisible model. Don't forget to do it for both teams (even if you only have vehicles with visible drivers for one team, remember that the other team may steal one)

You can use different messages (and different settings for JFW_Visible_Person_Settings) for each vehicle if you want.

The model you use must have no worldbox/boundingbox/etc and should have all collision flags set to off.
