Subject: Sole Survivor Mod Website is up!
Posted by SomeRhino on Tue, 27 May 2003 04:14:50 GMT

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The buggy has two seats. As for seeing the occupants of the vehicle, I am still trying to implement this. I've been trying to use a cinematic that shows the character climbing into the buggy then attaching to the vehicle in the sitting position, and have been mildly successful. I'm looking into other methods as well, as there are probably some impossibilities with the cinematic approach (such as attaching to an object not created by the cinematic.) If all else fails, I'll stick the camera in there in first-person view so that the driver feels like he's actually driving it, although other players will see an unmanned vehicle driving around. Thanks Havocman.