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Subject: Re: Hovercraft

Posted by [reborn](#) on Sun, 01 Oct 2006 21:07:38 GMT

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Cat998 wrote on Sun, 01 October 2006 16:46 Using the Comanche that way, fucks up the guns and the animations, that's why all the modders who already tried that on their servers, didn't use it after they tried it. It would be better to use the real comanche object and modify it, so people can get in.

Yeah I was one of the dumb asses that tried that.. lol

Erm, for the hovercraft model the world box is too large around it so people cant get in the vehichle, even if the transition isnt disabled. You can get in with a "buddy hop" or dropping into it from an aircraft.

There is one way to get it working that I know of however... Write a script that lowers a vehichle when stationary & empty by about 1.5 units and attatch it to the object in level edit, then people will be able to enter it. (you may have to play around with how much it is lowered by).

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