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Subject: Re: Visible occupants?

Posted by [Spice](#) on Sat, 06 Jan 2007 07:18:20 GMT

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I'll look into it, I couldn't find the scripts to use which is why I never finished the buggy.

I'm pretty sure there is a script to attach on the vehicle and every character, then you need a base skeleton pose. I wanted to try and make something that would react to the steering wheel turning, I couldn't think of anything without writing new scripts.

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