
Subject: Re: Visible occupants?

Posted by [Jerad2142](#) on Sun, 07 Jan 2007 01:19:32 GMT

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All you have to attach the script "JFW_Visible_Person_Settings" to every charter that can get in the vehicle. Then in the params use the custom defined earlier, model name, then the name of the animation, 0,0,-1,0. Make sure the animation is long or else when the vehicle gets on certain angles the charter does weird stuff.

Here is a picture to help out.

File Attachments

1) [simplesteps.png](#), downloaded 428 times



Then Click this second

Fourth Add the scripts I listed Above

Third Click This

Edit object

General | Physics Model | Settings | Dependencies | **Scripts** | Transitions

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Scripts:

Script Definition

Use the controls below to select a script type and edit its parameters.

Type: JFW_Per_Preset_Visible_Person_In_Vehicle

Parameter(s)

Name: BoneName

Value: Seat0

Ok Cancel

Add... Modify... Delete

OK Cancel OK & Propagate...

Sixth click

Finally click OK

Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\heroes\fullmoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\JGONOSinglePlayer\characters\FullMoon.tga
TimeManager::Update: warning, frame 12 was slow (6189 ms)