Subject: Re: Visible Driver in Vehicle Posted by Jerad2142 on Fri, 18 Apr 2008 13:27:46 GMT View Forum Message <> Reply to Message

Ack this keeps coming up, give me one second, I will just take some pictures...

Okay then!

First on the vehicle place this script, the message must match both messages in the next to screen shots for it to work:

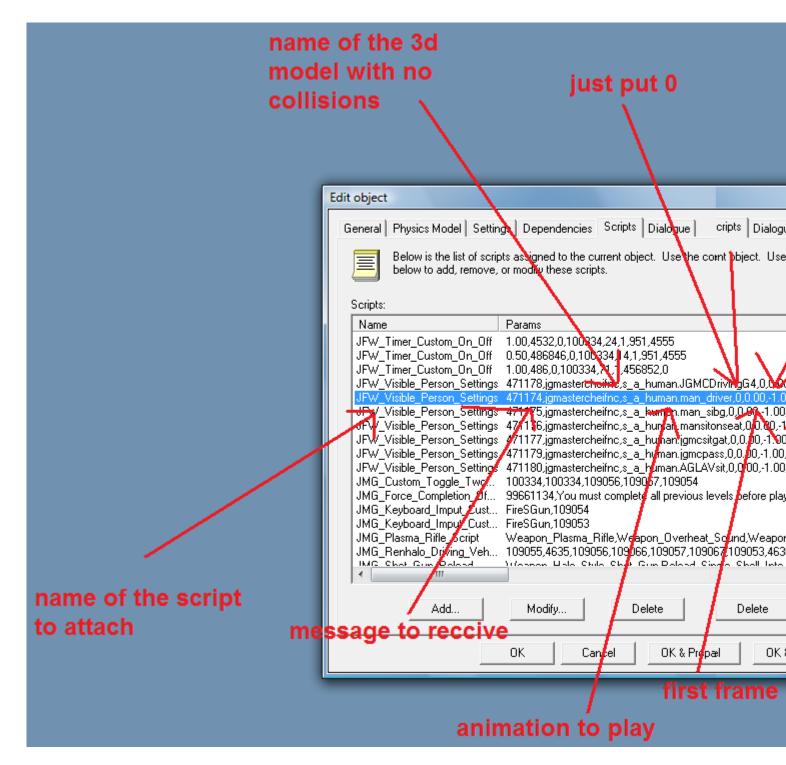
And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position):

Hope that helps you guys and sorry about the image size, I always forget how high my resolution is until after I have finished editing them.

File Attachments

1) on infantry.png, downloaded 380 times

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2) on the vehicle.png, downloaded 353 times

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Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts. Scripts: Name Params JFW_Per_Preset_Visible_Person_In_Vechicle_Seat0,471174 NH_SetTeam_OnLeave Reborn_MMK2_Turret_Spawn ChC_Warthog_Turret_Turrpos,Exp Warthog_Guinner_Weapon_Chan Seat to sit in message to send to th
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message to send to th
message to send to th
person that enters the
vehicle
Add Modify Delete
OK Cancel OK & Propagate

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