
Subject: Re: Vehicle entry points, need help!
Posted by [danpaul88](#) on Mon, 16 Mar 2009 17:53:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Open Medium Tank preset, look at how the entry and exit points are setup for that, in terms of size of the blue box compared to vehicle and position of character. Then apply that setup to your new preset.

And, FYI, they can be a right bugger to get working properly. It's mainly a case of trial and error in my experience...
