
Subject: Re: Renegade _____?
Posted by [Titan1x77](#) on Thu, 29 Aug 2013 20:45:20 GMT
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Here's a script I may need.

Allow a character to ride along with the harvester.
Last Time i checked if you enable transitions on a harvy you can drive it and the AI will take back over once you jump out.
I'd need a script to attach to a vehicle as the "AI is always driver", and you can always be gunner (if weapon is present)
this could bypass transistions or if needed i could enable them if the player who enters can never drive.

Also I was thinking the one downside to being a mutant is you cannot drive vehicles. Which brings up another script idea.

- *if preset
- *cannot drive but can ride along

maybe the second script could be made for the harvester too
