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Subject: scripts.dll 1.5.1/1.6

Posted by [SomeRhino](#) on Fri, 09 Apr 2004 06:22:53 GMT

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SeaManDon't forget the enter and exit anims... how you're going to do that and how you are going to delay taking control of the vehicle so you can't drive before you're in the vehicle?

Although that's a nice effect, I don't know if that's entirely necessary, one reason being if you enter the vehicle from the opposite side, then your character suddenly appears on the other side of the vehicle climbing in. It would take probably more than 20 parameters to set up a vehicle to use these things as well. I won't be upset if this feature is not included.

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