
Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 12:06:04 GMT
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Step 1:
Enable "OccupantsVisible" for vehicles in Commando Editor.

Step 2:
Make a new human animation in Max.

Step 3:
Export the animation as h_a_v10a.w3d and h_a_v20a.w3d
