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Subject: "T-pose" bug fix for visible passengers  
Posted by [ericlaw02](#) on Sat, 24 Apr 2004 14:29:40 GMT  
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SeaManStep 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

You edited the post

It should be

Step 3:

(locked)

!!!!!!1111

I had that idea of changing the animation of the T Pose thingy to the animation, but won't that make ALL VEHICLES ENABLED WITH "OccupantsVisible" TO THAT ANIMATION? (For example, in a recon bike, the guy leans on the bike and drives it, but in a apache....)

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