Subject: scripts question : Vehicle driver
Posted by danpaul88 on Tue, 07 Nov 2006 23:33:44 GMT
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Does anyone know a way to force a player into a vehicle by using scripts.dll? I have searched through the commands in scripts.cpp and engine.cpp but none of them seem to do this, the only similar scripts are for getting the ID of the driver, or counting how many people are in the vehicle.

There seems to be about 10 different scripts related to kicking players out of a vehicle, or damaging them inside the vehicle, but nothing to actually put them inside it in the first place.

Subject: Re: scripts question : Vehicle driver
Posted by Jerad2142 on Wed, 08 Nov 2006 00:15:37 GMT
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I have one thing to say "MDB_Remote_Controlled_Vehicle" it seems to actually teleport you to the vehicle and then you get in.

Subject: Re: scripts question : Vehicle driver
Posted by Viking on Wed, 08 Nov 2006 00:35:43 GMT
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If you use that script could you make like a remote controlled turret?

Say you are in a underground bunker.

There is a turret above ground.

Whell youre in the underground bunker you can go to a console hit use and control the turret above ground then when it dies you are still alive underground?

Subject: Re: scripts question : Vehicle driver
Posted by danpaul88 on Wed, 08 Nov 2006 01:20:23 GMT
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Jerad Gray wrote on Wed, 08 November 2006 00:15I have one thing to say "MDB_Remote_Controlled_Vehicle" it seems to actually teleport you to the vehicle and then you get in.

THANK YOU! That's exactly what I needed, can't believe I didn't spot that. Sometimes you just can't see things that are right in front of you.

Although.. the way he does it does not seem to allow you to specify which vehicle to put the player into... although it must work somehow. I will see what I can do with it.

Subject: Re: scripts question : Vehicle driver
Posted by Jerad2142 on Wed, 08 Nov 2006 02:06:11 GMT
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Viking wrote on Tue, 07 November 2006 17:35If you use that script could you make like a remote controlled turret?

Say you are in a underground bunker.

There is a turret above ground.

Whell youre in the underground bunker you can go to a console hit use and control the turret above ground then when it dies you are still alive underground?

On Level 10 of my Halo campaign there is a remote control turret.

Subject: Re: scripts question : Vehicle driver
Posted by danpaul88 on Wed, 08 Nov 2006 09:49:35 GMT
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Hmm, I got it working with how MDB has it setup, but it requires a 1 second delay before you put the player into the vehicle, preferable I would like to put them in instantly, is this possible in anyway?