
Subject: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle
Posted by [WNxCABAL](#) on Sun, 12 Nov 2006 18:50:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hiya,

Just playing around with JFW_Preset_Buy_Poke, managed to create a preset on poke, that was easy. However I would like for the player to teleport to outside the vehicle (Daves Arrow Object ID or XYZ location) or become the driver by default(Not Remote Control).

I've tried adding JFW_Teleport_Custom to the terminal and typing in the Object ID (Leaving Location & Message blank or 0), however nothing seems to happen. With this I was expecting the player to teleport to a location (outside the vehicle) and not to be the driver of the vehicle. I was unable to find a script to send me to the vehicle as driver.

Any Suggestions on what I can try?

Cheers,
Andy

Subject: Re: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle
Posted by [danpaul88](#) on Mon, 13 Nov 2006 00:08:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Other than MDB_Remote_Control there are no scripts which make a player become a vehicles driver (or none that I have found).

I had to code my own scripts for this, although they are tied into a different system.

Basically you use Create_Object() to make the vehicle (or Create_Vehicle if you want to use the factories), then use Set_Position on the infantry to move them to the exact same position as the vehicle (Use Get_Position to get the vehicles position). Finally, use Soldier_Transition_Vehicle() on the player to make them enter the vehicle.

BEWARE: You should have at least a one second gap between creating the vehicle and putting the driver in, or it sometimes wont work. You can use less than one second, but generally 1 second seems to be the minimum time needed for ~100% success rate.

Subject: Re: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle
Posted by [Veyrdite](#) on Fri, 17 Nov 2006 23:57:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

cant you just save the player status, and make the charachter control the vehicle (player model changes to the vehicle), and when the player presses E the save is read and he can exit the vehicle. once he exits the vehicle the script can be discarded as everything is normal from there

on.

i havent got the faintest clue for scripting so i dont know if it works.

Subject: Re: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle

Posted by [danpaul88](#) on Sat, 18 Nov 2006 00:49:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

unfortunately not, I did look into several commands to see if I could figure out a way of doing it, but it does not seem possible to explicitly place a player in the drivers seat of a vehicle, the best workaround I was able to find was, as shown above, to transport the player into the same place as the vehicle and fake them pressing E to enter it. That was based on how `MDB_Remote_Control` works.

Subject: Re: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle

Posted by [Jerad2142](#) on Sat, 18 Nov 2006 01:37:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ya, I thought I posted that the easiest way to do it would be to modify the script "MDB_Remote_Controlled_Vehicle", but I don't see it so I must have hit the wrong button or something.
