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.