
Subject: Re: Visible Driver in Vehicle

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 13:27:46 GMT

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Ack this keeps coming up, give me one second, I will just take some pictures...

Okay then!

First on the vehicle place this script, the message must match both messages in the next to screen shots for it to work:

And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position):

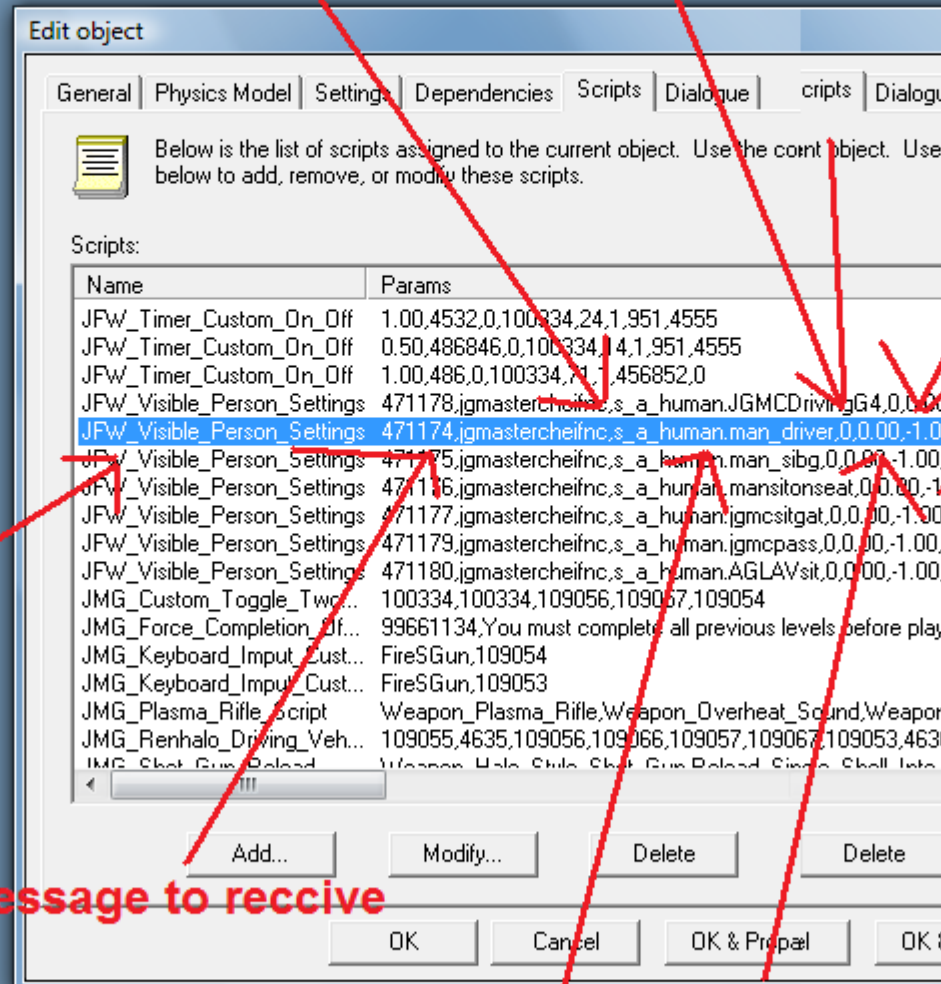
Hope that helps you guys and sorry about the image size, I always forget how high my resolution is until after I have finished editing them.

File Attachments

1) [on infantry.png](#), downloaded 454 times

name of the 3d
model with no
collisions

just put 0



name of the script
to attach

message to receive

first frame

animation to play

2) on the [vehicle.png](#), downloaded 429 times

