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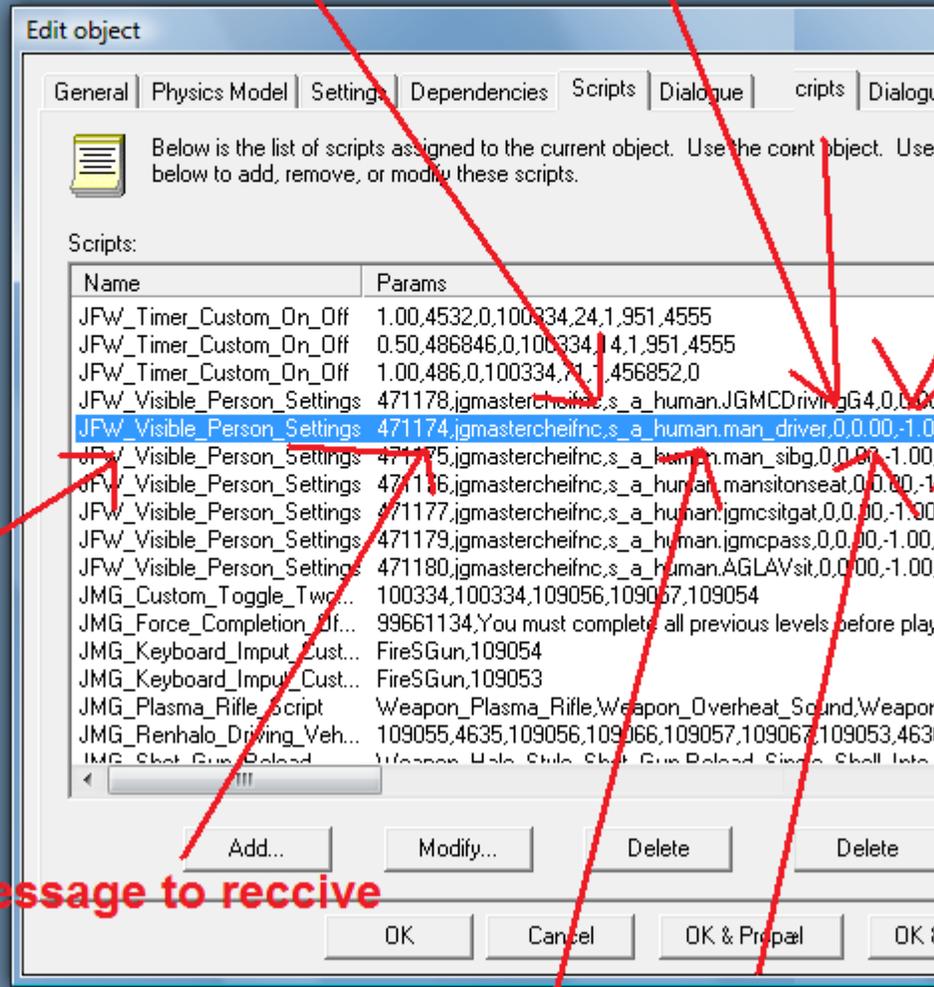
Hope that helps you guys and sorry about the image size, I always forget how high my resolution is until after I have finished editing them.

File Attachments
1) on infantry.png, downloaded 581 times

name of the 3d model with no collisions

just put 0

Edit object

General | Physics Model | Settings | Dependencies | Scripts | Dialogue | cripts | Dialogu

Below is the list of scripts assigned to the current object. Use the comt object. Use
below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Timer_Custom_On_Off	1.00,4532,0,100334,24,1,951,4555
JFW_Timer_Custom_On_Off	0.50,486846,0,100334,14,1,951,4555
JFW_Timer_Custom_On_Off	1.00,486,0,100334,1,1,456852,0
JFW_Visible_Person_Settings	471178,jgmastercheifnc,s_a_human.JGMCDrivingG4,0,0.00
JFW_Visible_Person_Settings	471174,jgmastercheifnc,s_a_human.man_driver,0,0.00,-1.0
JFW_Visible_Person_Settings	471175,jgmastercheifnc,s_a_human.man_sibg,0,0.00,-1.00
JFW_Visible_Person_Settings	471176,jgmastercheifnc,s_a_human.mansitonseat,0,0.00,-1
JFW_Visible_Person_Settings	471177,jgmastercheifnc,s_a_human.jgmcsitgat,0,0.00,-1.00
JFW_Visible_Person_Settings	471179,jgmastercheifnc,s_a_human.jgmcpass,0,0.00,-1.00,
JFW_Visible_Person_Settings	471180,jgmastercheifnc,s_a_human.AGLAVsit,0,0.00,-1.00.
JMG_Custom_Toggle_Two...	100334,100334,109056,109057,109054
JMG_Force_Completion_Of...	99661134,You must complete all previous levels before play
JMG_Keyboard_Imput_Cust...	FireSGun,109054
JMG_Keyboard_Imput_Cust...	FireSGun,109053
JMG_Plasma_Rifle_Script	Weapon_Plasma_Rifle,Weapon_Overheat_Sound,Weapon
JMG_Renhalo_Driving_Veh...	109055,4635,109056,109066,109057,109067,109053,4636
IMG_Shot_Gun_Reload	Weapon_Halo_Style_Shot_Gun_Reload_Single_Shell_Into

Add...   Modify...   Delete   Delete

OK   Cancel   OK & Propæl   OK

name of the script to attach

message to reccive

first frame

animation to play

2) on the vehicle.png, downloaded 557 times

Edit object

General | Physics Model | Settings | Dependencies | Scripts | Transitions

Below is the list of scripts assigned to the current object. Use the controls below to add, remove, or modify these scripts.

Scripts:

Name	Params
JFW_Per_Preset_Visible_Person_In_Vechicle	Seat0,471174
NH_SetTeam_OnLeave	0
Reborn_MMK2_Turret_Spawn	CnC_Warthog_Turret,Turrpos,Exp
Reborn_MMK2_Turret_Spawn	Warthog_Gunner_Weapon_Chan

Seat to sit in

message to send to the person that enters the vehicle

Add... | Modify... | Delete

OK | Cancel | OK & Propagate...