
Subject: scripts.dll 1.4...

Posted by [\[REHT\]Spirit](#) on Tue, 20 Jan 2004 20:10:22 GMT

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Now that I think about it.....it's pretty simple.

When you leave a vehicle, you send a message to the vehicle, same when you enter. All ya need to do is make an ActionParams structure and set it up to play the right animation.
