JFW_X_Customs_Send_Custom
After recieving the same custom X amount of times, send a custom to another object.

Bug: JFW_Visible_Person_in_Vehicle
When the player enters the vehicle, the model is drawn correctly, but the vehicle gets aligned to the world axis and is stuck, not being able to move. I tried this with a model without a worldbox or the projectile collision boxes, but it didn't fix anything. It's not necessary to fix this if NeoSaber has a working version, because I think I'll need to use one that draws models based on the preset that entered.

Bug: JFW_Guard_Duty
This worked great in scripts 1.4, but in 1.5 the script somehow got messed up. Vehicles follow their waypaths at about 0.1 MPH now, and only when the player is in their sight I believe. I restored scripts 1.4 to confirm that I hadn't changed anything, and the script worked properly again.