Subject: Sitting person in vehicle
Posted by DL60 on Fri, 31 Aug 2007 21:23:54 GMT
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I want to create vehicle where I can see the sitting persons in it.

The problem is that I can only see the person standing (base-pose) where the seat0-bone is. How can I bring them to sit like in APB in the jeep?

With a script from APB?

By the way thats a picture of my vehicle.

I have also problems with setting it up ingame. It don't want to move(used reconbike-entry as base)

Subject: Re: Sitting person in vehicle
Posted by IronWarrior on Sat, 01 Sep 2007 09:21:11 GMT
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lol, nice vehicle.

Subject: Re: Sitting person in vehicle
Posted by DL60 on Sat, 01 Sep 2007 10:39:40 GMT
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Quote:lol, nice vehicle.
Yes thats on and only uber-vehicle.

I got that thing corretly ingame but I still have the problem with standing characters. How can I make them sit on my seat?

Subject: Re: Sitting person in vehicle
Posted by Sn1per74* on Sat, 01 Sep 2007 13:18:16 GMT
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DeathLink6.0 wrote on Sat, 01 September 2007 05:39Quote:lol, nice vehicle.
Yes thats on and only uber-vehicle.

I got that thing corretly ingame but I still have the problem with standing characters. How can I make them sit on my seat?

WHOA GNARLY! I'm going to try that on my moped RIGHT NOW.

Subject: Re: Sitting person in vehicle
Posted by Zion on Sat, 01 Sep 2007 14:24:52 GMT
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Not as awesome as:

Subject: Re: Sitting person in vehicle
Posted by DL60 on Sat, 01 Sep 2007 14:26:37 GMT
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Hmm yeah this is my vehicle-testmap. There are a lot of toys I made.... (I already posted the predator in the mod forum)

Does nobody know how to bring the characters to sit in their vehicles?

Subject: Re: Sitting person in vehicle
Posted by Zion on Sat, 01 Sep 2007 14:26:38 GMT
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Not as awesome as this!
Credits goto Ric ^_^

Subject: Re: Sitting person in vehicle
Posted by PaRaDoX on Sat, 01 Sep 2007 20:43:34 GMT
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best bet is to get the level edit for APB and look at the preset deathlink.

Subject: Re: Sitting person in vehicle
Posted by Veyrdite on Sat, 01 Sep 2007 23:56:24 GMT

i think you need to merge the female and male bones and shape them into place.

Subject: Re: Sitting person in vehicle
Posted by AoBfrost on Sun, 02 Sep 2007 00:49:32 GMT

Ask people that worked on role play 2, they have motorcycles where when you get in, you can see the player model on the bike.

Subject: Re: Sitting person in vehicle
Posted by nopol10 on Sun, 02 Sep 2007 01:11:39 GMT

The roleplay 2 script for visible characters is a bit screwed. When you turn your turret or view to face the front, it changes into vehicle first person mode and lags the vehicle. Sometimes shooting the vehicle will help but it comes back again after a while.

Subject: Re: Sitting person in vehicle
Posted by Jerad2142 on Sun, 02 Sep 2007 01:43:26 GMT

nopol10 wrote on Sat, 01 September 2007 19:11The roleplay 2 script for visible characters is a bit screwed. When you turn your turret or view to face the front, it changes into vehicle first person mode and lags the vehicle. Sometimes shooting the vehicle will help but it comes back again after a while.
This would not have ever happened if Canadacdn had followed my instructions in the first place.