I am aware of that, but when started my mode I wanted you to be able to call in para drops,have night vision, and things like that, and the only scripts around was the Reborn_Deployable_Vehicle_Player script and I can't get MDB_Send_Custom_On_Key to work on any thing so I have to use Reborn_Deployable_Vehicle_Player script. And as I have all ready said I can not get any MDB scripts to work. I have found a way around the Reborn script problem but to do it I am using JFW_Send_Custom_Distance_Objects_Custom to make vehicles work (player presses button message is reflected back to player then is sent distance which is picked up by the vehicles).

And will I'm thinking about it JFW_Send_Custom_Distance_Objects_Custom is glitchey the easiest way to see it is by putting an object with M00_Cinematic_Attack_Command_DLS (with an attack time of 9999999 it should also be neutral) and have an object that sends a custom to all objects it will cancel any scripts on the object that is neutral (Its hard to explain if you want a more detailed description just ask and I will explain it)!

The MOD I'm working on is 591 MB so I'm not just going to trash it (all my own files none are Renegade's, it does use Renegade's but none are in the package).