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Subject: Re: Visible occupants?

Posted by [Jerad2142](#) on Sat, 06 Jan 2007 15:32:50 GMT

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EXdeath wrote on Sat, 06 January 2007 00:18 I'll look into it, I couldn't find the scripts to use which is why I never finished the buggy.

I'm pretty sure there is a script to attach on the vehicle and every character, then you need a base skeleton pose. I wanted to try and make something that would react to the steering wheel turning, I couldn't think of anything without writing new scripts.

You are correct, you will have to put the script "JFW\_Per\_Preset\_Visible\_Person\_In\_Vehicle", for the param put the bone the charter preset will be attached to and the custom that will be sent to the charter when he gets in.

Then you have to attach the script "JFW\_Visible\_Person\_Settings" to every charter that can get in the vehicle. Then in the params use the custom defined earlier, model name, then the name of the animation, 0,0,-1,0. Make sure the animation is long or else when the vehicle gets on certain angles the charter does weird stuff.

And yes you would have to make a new script to make the charter react with the steering wheel.

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