Subject: Visible occupants?
Posted by icedog90 on Sat, 06 Jan 2007 00:40:59 GMT
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Anybody know where I can find a tutorial on visible occupants? I tried searching the forums but I don't see any topic on it, but I know there is a guide out there somewhere.

Subject: Re: Visible occupants?
Posted by Spice on Sat, 06 Jan 2007 07:18:20 GMT
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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.

Subject: Re: Visible occupants?
Posted by Zion on Sat, 06 Jan 2007 14:15:03 GMT
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If you mean by visible vehicle occupants, you can do that in LE. It'll require an objects.ddb file but it can be done.

Hmm, now that i've re-read the topic i think i understand. Maybe you can go to APB's forums and ask how they done it for their jeep.

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 00:18I'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.

Subject: Re: Visible occupants?
Posted by icedog90 on Sat, 06 Jan 2007 19:26:07 GMT
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The thing is, I've never done any scripting in Renegade before, so if there was a tutorial on this whole topic it'd make it easy.

Subject: Re: Visible occupants?
Posted by Cpo64 on Sat, 06 Jan 2007 21:53:55 GMT
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There are help files in the scripts, but they are huge, and hard to find what your looking for

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Subject: Re: Visible occupants?
Posted by Jerad2142 on Sun, 07 Jan 2007 01:19:32 GMT
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All 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.
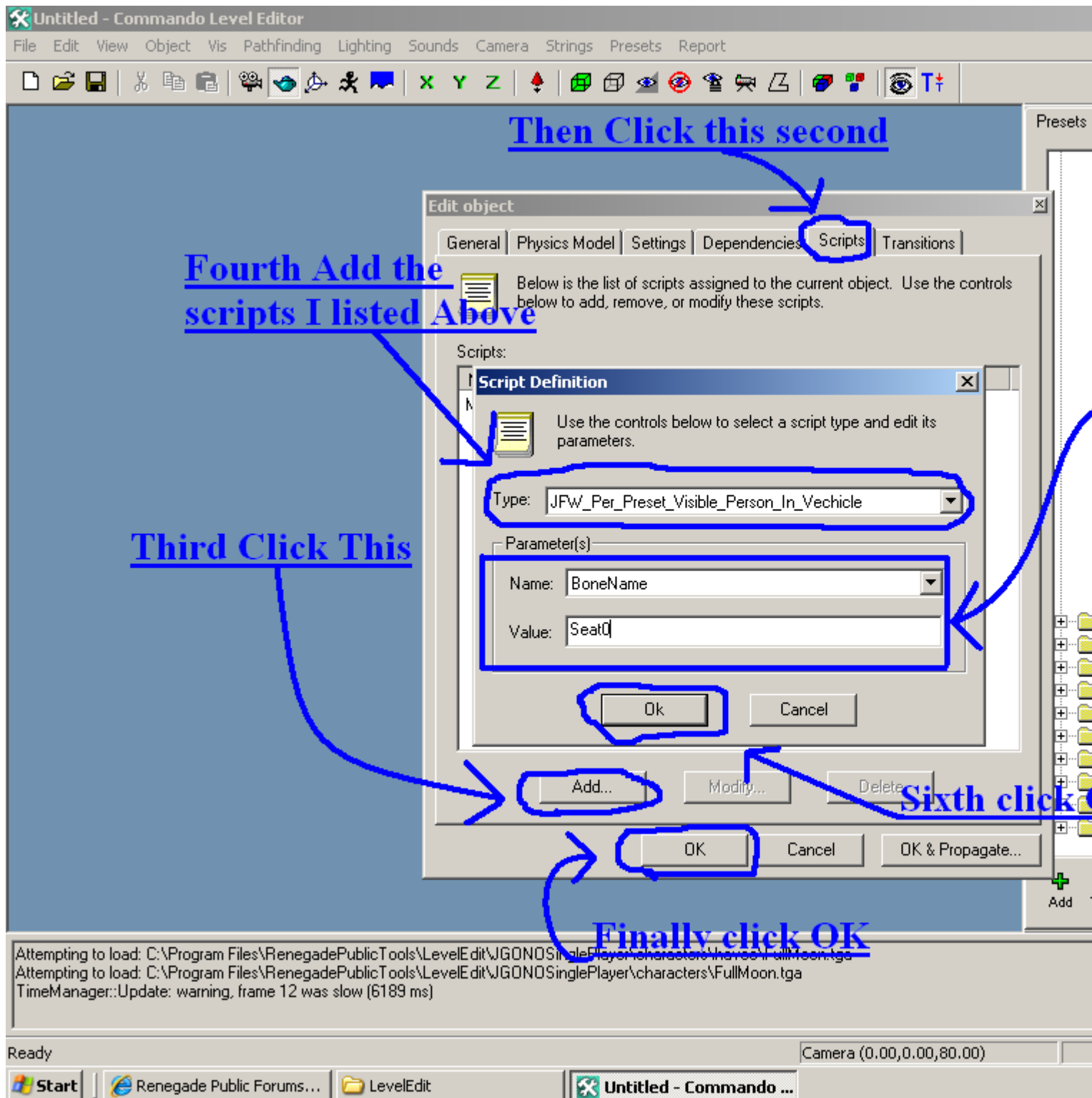
Here is a picture to help out.

File Attachments
1) simplesteps.png, downloaded 312 times

Subject: Re: Visible occupants?
Posted by Jerad2142 on Tue, 09 Jan 2007 18:42:24 GMT
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What I would like to see is for someone to mod those scripts so that if you were shot while sitting in the vehicle you would die (I could probably do it but if I did don't expect its release any time soon)!