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Subject: Visible Driver in Vehicle  
Posted by [Poskov](#) on Thu, 17 Apr 2008 20:40:42 GMT  
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how do you make the driver visible in a vehicle?

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Subject: Re: Visible Driver in Vehicle  
Posted by [The Executor](#) on Fri, 18 Apr 2008 12:39:26 GMT  
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A scrip, JFW\_Visible\_People\_Vehicle or something like that. No, I don't know how it works.

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Subject: Re: Visible Driver in Vehicle  
Posted by [Jerad2142](#) on Fri, 18 Apr 2008 13:27:46 GMT  
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Ack this keeps coming up, give me one second, I will just take some pictures...

Okay then!

First on the vehicle place this script, the message must match both messages in the next to screen shots for it to work:

And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position):

Hope that helps you guys and sorry about the image size, I always forget how high my resolution is until after I have finished editing them.

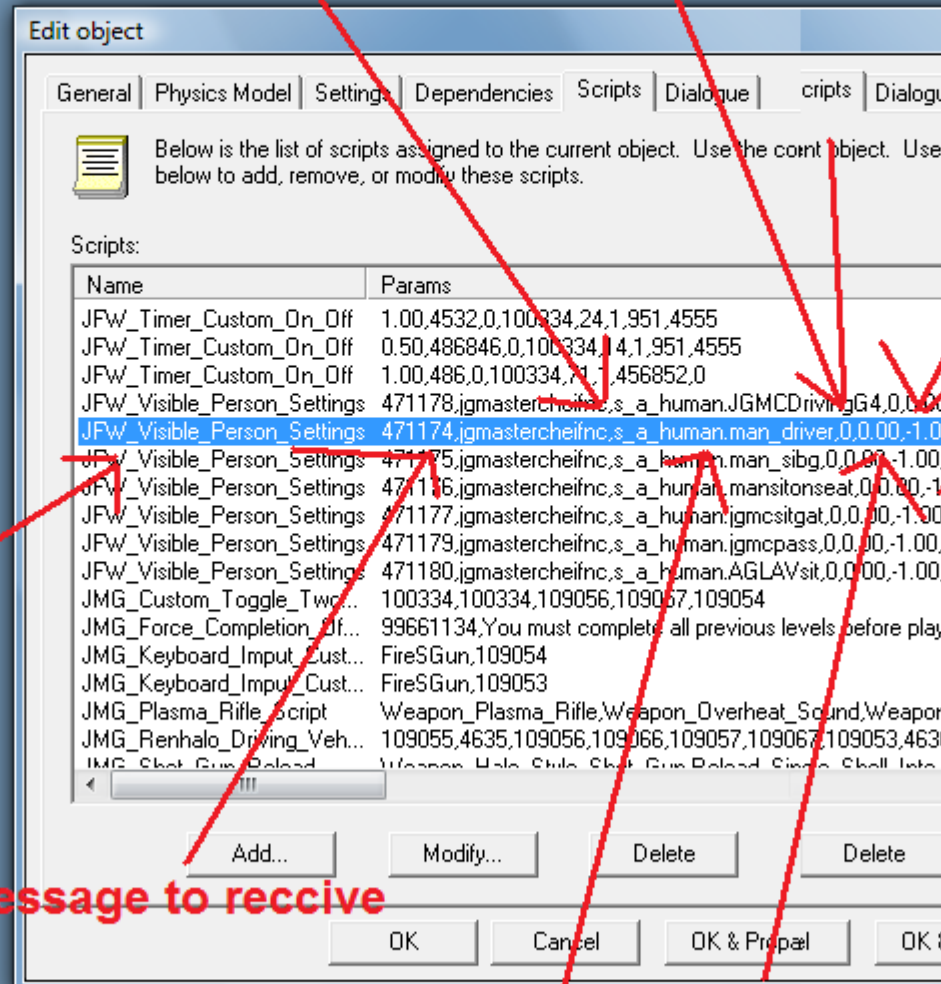
### File Attachments

1) [on infantry.png](#), downloaded 443 times

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name of the 3d  
model with no  
collisions

just put 0

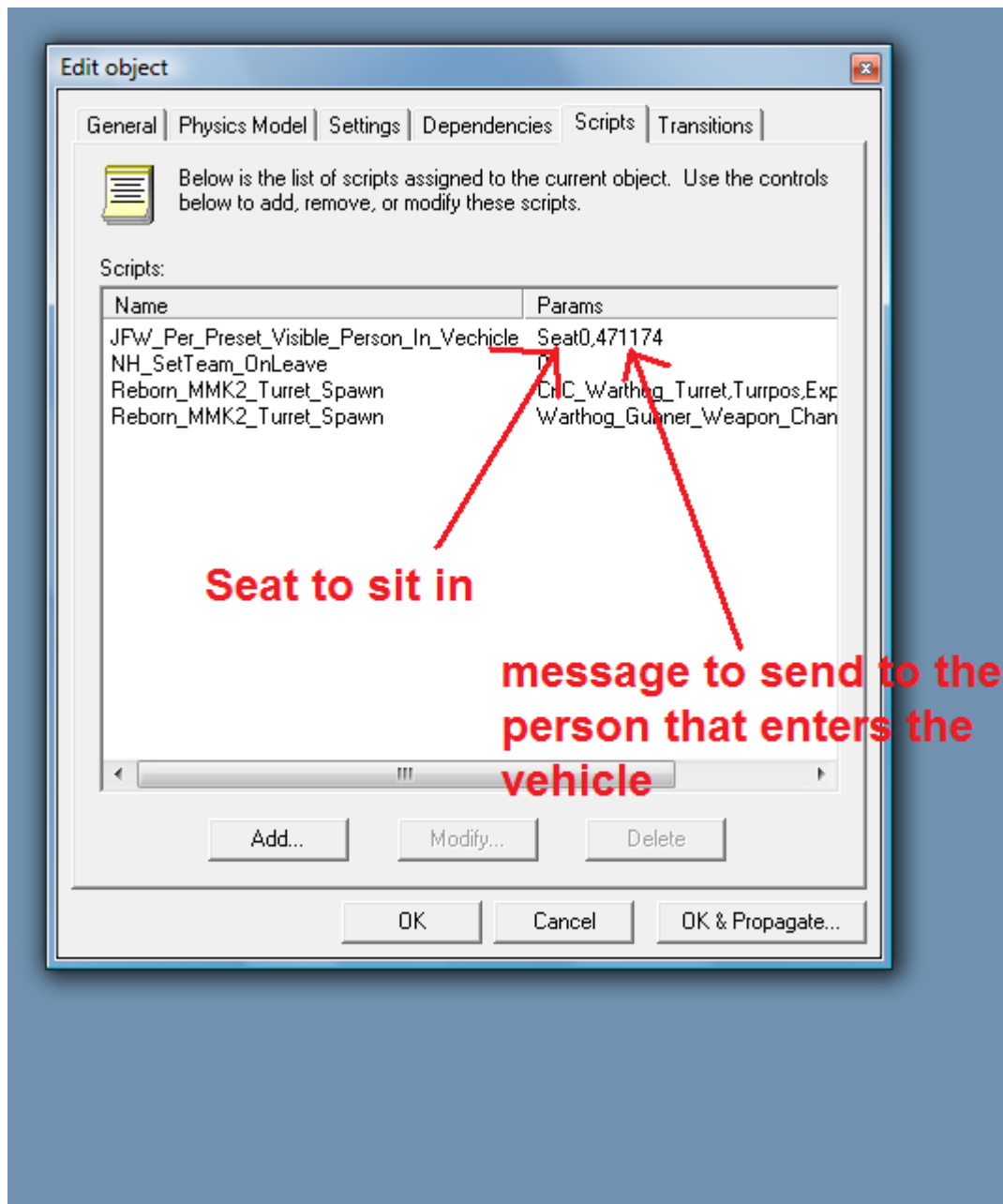


name of the script  
to attach

message to receive

first frame  
animation to play

2) on the `vehicle.png`, downloaded 418 times



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Subject: Re: Visible Driver in Vehicle

Posted by [The Executor](#) on Fri, 18 Apr 2008 16:10:46 GMT

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Thanks, great tutorial. Are you gonna put this up on renhelp or can I do it for you?

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Subject: Re: Visible Driver in Vehicle

Posted by [Jerad2142](#) on Fri, 18 Apr 2008 16:24:43 GMT

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MSwindows wrote on Fri, 18 April 2008 10:10 Thanks, great tutorial. Are you gonna put this up on renhelp or can I do it for you?  
I suppose I could, not all that detailed but I might as well.

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Subject: Re: Visible Driver in Vehicle  
Posted by [cAmpa](#) on Fri, 18 Apr 2008 16:28:54 GMT  
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Works it? Ingame screen plx when done.

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Subject: Re: Visible Driver in Vehicle  
Posted by [mr£Ä\\$Ä·z](#) on Fri, 18 Apr 2008 18:11:19 GMT  
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cAmpa wrote on Fri, 18 April 2008 11:28 Works it? Ingame screen plx when done.  
never playerd APB ?

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Subject: Re: Visible Driver in Vehicle  
Posted by [cAmpa](#) on Fri, 18 Apr 2008 20:47:33 GMT  
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Quote:never playerd APB ?

No, screen plx.

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Subject: Re: Visible Driver in Vehicle  
Posted by [Reaver11](#) on Sat, 19 Apr 2008 19:12:22 GMT  
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Which scripts version do you use in leveledit?

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Subject: Re: Visible Driver in Vehicle  
Posted by [Poskov](#) on Sat, 19 Apr 2008 21:24:00 GMT  
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me? jonwil's 3.4.4

by the way, when you said "And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position", what did you mean by this?

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Subject: Re: Visible Driver in Vehicle  
Posted by [Veyrdite](#) on Sun, 20 Apr 2008 01:25:52 GMT  
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Have you been editing LE? I don't remember so many tabs on the edit-object window  
I though it was posible just with the standard LE settings for the vehicle, or does that only make  
the character appear at the vehicles origin in the editing pose?

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Subject: Re: Visible Driver in Vehicle  
Posted by [Poskov](#) on Sun, 20 Apr 2008 13:46:41 GMT  
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What is the animaton if a mutant is driving?

471174,MODELNAME,s\_c\_human.man\_driver,0,0,-1,0  
or  
471174,MODELNAME,s\_c\_human.mut\_driver,0,0,-1,0  
or is it something else?

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Subject: Re: Visible Driver in Vehicle  
Posted by [Caveman](#) on Sun, 20 Apr 2008 13:53:11 GMT  
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cAmpa wrote on Fri, 18 April 2008 21:47Quote:never playerd APB ?

No, screen plx.

What he said

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Subject: Re: Visible Driver in Vehicle  
Posted by [\\_SSnipe\\_](#) on Sun, 20 Apr 2008 15:40:19 GMT  
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is this for ren vechs? cause i don't think you would be able to see anyone....inside them...

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Subject: Re: Visible Driver in Vehicle  
Posted by [DL60](#) on Sun, 20 Apr 2008 20:07:00 GMT  
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Quote:Works it? Ingame screen plx when done.

It worx! I tested long time ago when I made scooter for ren but i didn't find a good sitting

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animation.

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Subject: Re: Visible Driver in Vehicle  
Posted by [Poskov](#) on Sun, 20 Apr 2008 20:07:52 GMT  
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#### File Attachments

1) [apb.JPG](#), downloaded 341 times



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Subject: Re: Visible Driver in Vehicle  
Posted by [mrŁŁŠÄ-z](#) on Sun, 20 Apr 2008 20:17:51 GMT  
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Soldier

Engee

#### File Attachments

1) [1.jpg](#), downloaded 333 times



2) [2.jpg](#), downloaded 323 times



