
Subject: Adding AI to the turrets of vehicles? & Vehicle Lock-In?

Posted by [WNxCABAL](#) on Sun, 20 Feb 2005 14:21:29 GMT

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Hey,

I am wanting to add AI to the turrets of vehicles using a setting on CLE or script.

I am wanting to use this in conjunction with the script JFW_Follow_waypath.

Is this possible do you think or..?

Also, I have another question,

Is there a script which locks all doors of a vehicle once you enter it?

So If I was to enter a Nod Buggy, I could not exit from it unless vehicle got destroyed.

Also, another one that has JUST come to mind

Is there a script which causes death of yourself upon destruction of vehicle you are in?

If you can answer these three, I'd be very grateful!

Many Thanks,

Andy.
