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Subject: Re: Hovercraft

Posted by [Jerad2142](#) on Mon, 02 Oct 2006 15:33:03 GMT

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Actually you do not need a "seat0" bone to get in a vehicle, just make sure you can collide with the vehicle and the entrance zones of the vehicle are bigger than the vehicles world box (you will not have to modify the hover craft's model, but if you don't change how it drives when it hits a hill it will stay in air, unless its only going to be on water). The only time you need seat# bones is when multiple people can get in a vehicle and you want the names to be separated from each other, or the origin is a lot higher (or lower) than the origin (0X 0Y 0Z) or you won't be able to get out.

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