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Subject: Re: On JFW\_Preset\_Buy\_Poke Teleport to Location or Vehicle  
Posted by [danpaul88](#) on Mon, 13 Nov 2006 00:08:56 GMT

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Other than MDB\_Remote\_Control there are no scripts which make a player become a vehicles driver (or none that I have found).

I had to code my own scripts for this, although they are tied into a different system.

Basically you use Create\_Object() to make the vehicle (or Create\_Vehicle if you want to use the factories), then use Set\_Position on the infantry to move them to the exact same position as the vehicle (Use Get\_Position to get the vehicles position). Finally, use Soldier\_Transition\_Vehicle() on the player to make them enter the vehicle.

BEWARE: You should have at least a one second gap between creating the vehicle and putting the driver in, or it sometimes wont work. You can use less than one second, but generally 1 second seems to be the minimum time needed for ~100% success rate.

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