
Subject: Re: On JFW_Preset_Buy_Poke Teleport to Location or Vehicle
Posted by [Veyrdite](#) on Fri, 17 Nov 2006 23:57:38 GMT

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cant you just save the player status, and make the character control the vehicle (player model changes to the vehicle), and when the player presses E the save is read and he can exit the vehicle. once he exits the vehicle the script can be discarded as everything is normal from there on.

i havent got the faintest clue for scripting so i dont know if it works.
