Subject: Problem with setting up Multi-gunner vehicle.
Posted by BlazeDragoon on Fri, 10 Aug 2007 23:40:26 GMT

Hey there I've been working up on setting up the MK2 edited by sgtmay (edited more by me:S) and trying to get the whole multiple gunners thing to work. However with setting this up their is one.. well ok two problems I run into.

1.)The scripts don't seem to be working correctly. The one I don't think is working is JFW_Vehicle_Extra_Attach.

2.)The problem I'm most concerned with... enemy units can enter the team's guns. So I'm driving around as a GDI a nod hops in the gun and I'm screwed. I could fix this with JFW_Vehicle_Block_Preset but then Nod wouldn't be able to steal/use the unit.. which I don't want.

If the script worked correctly I wouldn't have a problem but it doesn't seem to.
 Main_Object (ID of the main object)
Is this the ID you see when you click MOD?

Anyways any help would be awesome:).