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Subject: Re: Creating a vehicle with multiple gunner positions..

Posted by [Jerad2142](#) on Wed, 14 May 2008 08:37:35 GMT

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I will only give you hits, because I have no clue where you are stuck:

1. Check the vehicle entry positions for the attachments.
  2. Make sure it can have people enter it.
  3. Make sure the transition zones are close to the ground (which means moving them down sometimes).
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