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Subject: Vehicles: What's possible with scripts.dll  
Posted by [gibberish](#) on Sun, 22 Feb 2004 19:32:08 GMT  
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In a multiplayer game assume that I do Create\_Object to create a stealth tank and an APC. That way I have handles to the vehicles and the players.

I know I can attach a script to the vehicle so that I can detect when a player gets in or out but what else can I do, for example can I:

- Move a player into a vehicle?
- Force a player out of a vehicle?
- Set the position in the vehicle (Driver, Gunner or Passenger)?
  
- Detect when the driver presses Q to transfer gun control?
- Set if the driver has gun control?
- Cloak/De-cloak a stealth tank with no one in it?
- Cloak/De-cloak a stealth tank with someone in it?

Thanks  
Gib

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