
Subject: scripts.dll 1.5.1/1.6

Posted by [SomeRhino](#) on Fri, 09 Apr 2004 06:10:06 GMT

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jonwilAlso, I will be working on fixing the visible person in vehicle logic and also implementing visible person in vehicle based on what sort of infantry gets into the vehicle.

Awesome, thanks a million, Jon. Do you think that, instead of using a table that links presets to models, would it be possible to have it draw a "real object" of the preset that entered the vehicle, while attaching M00_Disable_Physical_Collision to the real object to prevent obstruction from the worldbox? I would think that would be easier to work with on your part if it worked at all. If not, how many different presets will you allow, and will it work for two seats?

Anyways, however you do it, I'm very glad that I will be able to include this in Sole Survivor now. Thanks.
