
Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 10:54:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have successfully managed to fix the bug that causes the characters appear in default T-pose. This eliminates the need of using the visible drivers script in most cases.

Subject: "T-pose" bug fix for visible passengers
Posted by [Deafwasp](#) on Sat, 24 Apr 2004 10:59:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

And they become midgets!

Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 11:01:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

DeafwaspAnd they become midgets!

No, the camera is just set far away from the vehicle.

Subject: "T-pose" bug fix for visible passengers
Posted by [jonwil](#) on Sat, 24 Apr 2004 11:34:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

ok, come on, spill the beans.
Tell us the fix

Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 11:51:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwilok, come on, spill the beans.
Tell us the fix

Hmm.. should I? I'm not sure..
Should we do a trade or something like that?

I want to know how to increase the max viewing distance.

Subject: "T-pose" bug fix for visible passengers
Posted by [PsycoArmy](#) on Sat, 24 Apr 2004 11:59:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cmon, i was working on this ages ago and i was willing to tell everybody if i figured it out

Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 12:06:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Step 1:
Enable "OccupantsVisible" for vehicles in Commando Editor.

Step 2:
Make a new human animation in Max.

Step 3:
Export the animation as h_a_v10a.w3d and h_a_v20a.w3d

Subject: "T-pose" bug fix for visible passengers
Posted by [kawolsky](#) on Sat, 24 Apr 2004 12:10:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaMan

Step 3:
(locked)

Subject: "T-pose" bug fix for visible passengers
Posted by [gendres](#) on Sat, 24 Apr 2004 12:17:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

n000000

Subject: "T-pose" bug fix for visible passengers
Posted by [SomeRhino](#) on Sat, 24 Apr 2004 13:14:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's useless anyways, because humans are always aligned the the world Z axis, and that's whay Westwood had to eventually remove this feature. The vehicle may be going up and down hills, but

your character will always be sitting in the same position going through parts of the vehicle as it rotates. This was a problem even back in the Nod buddy video they released way back when, if you look closely.

Subject: "T-pose" bug fix for visible passengers
Posted by [ericlaw02](#) on Sat, 24 Apr 2004 13:54:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nod Buddy?
When did Nod had a buddy (Joking, i know you wanted to type Buggy.)

Just use that script

Subject: "T-pose" bug fix for visible passengers
Posted by [Deafwasp](#) on Sat, 24 Apr 2004 14:01:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaManjonwilok, come on, spill the beans.
Tell us the fix

Hmm.. should I? I'm not sure.. .

Don't be like Ack.....

Subject: "T-pose" bug fix for visible passengers
Posted by [jonwil](#) on Sat, 24 Apr 2004 14:04:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, using this feature will cause issues.
Thats why I made JFW_Visible_Person_In_Vehicle and friends

Subject: "T-pose" bug fix for visible passengers
Posted by [Deactivated](#) on Sat, 24 Apr 2004 14:22:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

But it isn't a problem with controllable weapons (eg. the Tailgun and Nod Turret), as they don't tilt.

Subject: "T-pose" bug fix for visible passengers
Posted by [ericlaw02](#) on Sat, 24 Apr 2004 14:29:40 GMT

SeaManStep 1:

Enable "OccupantsVisible" for vehicles in Commando Editor.

Step 2:

Make a new human animation in Max.

Step 3:

Export the animation as h_a_v10a.w3d and h_a_v20a.w3d

You edited the post

It should be

Step 3:

(locked)

!!!!!!!1111

I had that idea of changing the animation of the T Pose thingy to the animation, but won't that make ALL VEHICLES ENABLED WITH "OccupantsVisible" TO THAT ANIMATION? (For example, in a recon bike, the guy leans on the bike and drives it, but in a apache....)
