
Subject: Scripts.dll (yes again)

Posted by [thinlan](#) on Mon, 19 Jul 2004 21:29:34 GMT

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Well.... i played around with some scripts and that... got thinking.... how can u "detect" when someone enters into a vehicle?

Subject: Re: Scripts.dll (yes again)

Posted by [gibberish](#) on Tue, 20 Jul 2004 02:03:12 GMT

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Attach a script to the vehicle then there is a custom event that is fired on the vehicle every time a player gets in or out.
