**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sat, 28 Sep 2002 13:55:00 GMT
View Forum Message <> Reply to Message

I know there is the option. And I also know that one could place the correct bone locations to display the character correctly. Has anyone done it?

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sat, 28 Sep 2002 14:18:00 GMT
View Forum Message <> Reply to Message

Hmm no I haven't theres an option in LevelEdit to show the character but they are standing up with their arms out. Why? Tring to create a gta3 mod or something   .

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sat, 28 Sep 2002 14:38:00 GMT
View Forum Message <> Reply to Message

When you make the enter and exit zone settings, the one you choose determines the characters pose. I know there is one for sitting, I don't remember what it is though. I think that where you place that is where the character is displayed. Try the hovercraft, maybe that will help.

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sat, 28 Sep 2002 19:06:00 GMT
View Forum Message <> Reply to Message

here is an example of a visable characterhttp://testgun.tripod.com/renegadeskins/id11.htmlinside the mammoth you can see the shotgun trooper named Tester

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sat, 28 Sep 2002 20:07:00 GMT
View Forum Message <> Reply to Message

There are enter and exit options, but no visible character in the transition section.   Greg is it possible to make a new transition for the character visible box?

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Sun, 29 Sep 2002 15:01:00 GMT
View Forum Message <> Reply to Message

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Wed, 02 Oct 2002 15:42:00 GMT
View Forum Message <> Reply to Message

I want to do this....

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Wed, 02 Oct 2002 15:55:00 GMT
View Forum Message <> Reply to Message

I remember seeing this done in a very early beta video about 3 years ago or so. On the old buggy model, Havoc (the old one) jumps into the buggy and starts driving.

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Wed, 02 Oct 2002 16:59:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by SomeRhino:I remember seeing this done in a very early beta video about 3 years ago or so. On the old buggy model, Havoc (the old one) jumps into the buggy and starts driving.You could also see Havoc using the machine gun emplacements.

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Wed, 02 Oct 2002 17:19:00 GMT
View Forum Message <> Reply to Message

I think all we need is an extra transition option.  PLEASE Greg code the entire thing from scratch. *jumps up and down doing a witch dance with voodoo dolls    *

---

**Subject: Anyone made visible characters in vehicles yet?**
Posted by Anonymous on Wed, 02 Oct 2002 17:20:00 GMT
View Forum Message <> Reply to Message

lol testgun.

---