
Subject: J.W. can you make a transition script?

Posted by [Anonymous](#) on Sun, 20 Oct 2002 19:20:00 GMT

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I was just wondering if you could make a new transition so that we can see characters in the vehicle. So instead of using the standard bone set (character straight, arms out), we can force a certain bone type. [October 20, 2002, 22:26: Message edited by: Ingrownlip]

Subject: J.W. can you make a transition script?

Posted by [Anonymous](#) on Mon, 21 Oct 2002 02:06:00 GMT

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Well I wouldnt know where to start looking for the relevant script commands and stuff, I dont even know if your idea is possible.
