
Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 14:07:00 GMT
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how is the 2nd person that gets into the vehicle able to take control of the gun? ive seen this multiple times and im wanting to know how for teamwork reasons.

Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 14:16:00 GMT
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aint that a bltch

Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 14:16:00 GMT
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the server decides who controls the gun.

Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 15:33:00 GMT
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^ bump ^ the driver should decide.

Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:28:00 GMT
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it can be good if a good person is gunning. That's why clan matches should turn that option off.

Subject: 2nd person in vehicle
Posted by [Anonymous](#) on Sun, 24 Feb 2002 16:58:00 GMT
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Maybe Westwood could make it so the 'owner' of the vehicle decides who is the gunner. I am sure Westwood could make a little option./me looks at dev

Subject: 2nd person in vehicle

Posted by [Anonymous](#) on Mon, 04 Mar 2002 02:13:00 GMT

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With the latest patch, Westwood has added in a toggle for the driver.If -- and only if -- the server allows non-driver gunners, the driver can now override that. That means the driver can CHOOSE whether the 2nd person can control the turret. It is toggled by pushing a key, "Q" by default.However, if the server has the option "Driver always gunner" turned on, this new feature will not do anything.If you want to remap "Q" to another key, open C:\Westwood\Renegade\Data\config\input01.cfg and look for the line:VehicleToggleGunner_Primary=Q_KeySimply change the "Q" to another key (but make sure you leave the "_Key" part in).[March 04, 2002: Message edited by: just_ignore_me]

Subject: 2nd person in vehicle

Posted by [Anonymous](#) on Mon, 04 Mar 2002 11:57:00 GMT

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Not quite correct. In every game I've played, I can hit Q and let the other guy gun for me. I think the server option just makes it default now.I like that option. It's so much better than the "Eject" idea that someone mentioned.What I think is funny is how many guys will hop into your new car and just sit there, waiting for you to do something, instead of getting out and being useful
