

---

Subject: Visible Driver in Vehicle  
Posted by [Poskov](#) on Thu, 17 Apr 2008 20:40:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

how do you make the driver visible in a vehicle?

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [The Executor](#) on Fri, 18 Apr 2008 12:39:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A scrip, JFW\_Visible\_People\_Vehicle or something like that. No, I don't know how it works.

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Jerad2142](#) on Fri, 18 Apr 2008 13:27:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ack this keeps coming up, give me one second, I will just take some pictures...

Okay then!

First on the vehicle place this script, the message must match both messages in the next to screen shots for it to work:

And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position):

Hope that helps you guys and sorry about the image size, I always forget how high my resolution is until after I have finished editing them.

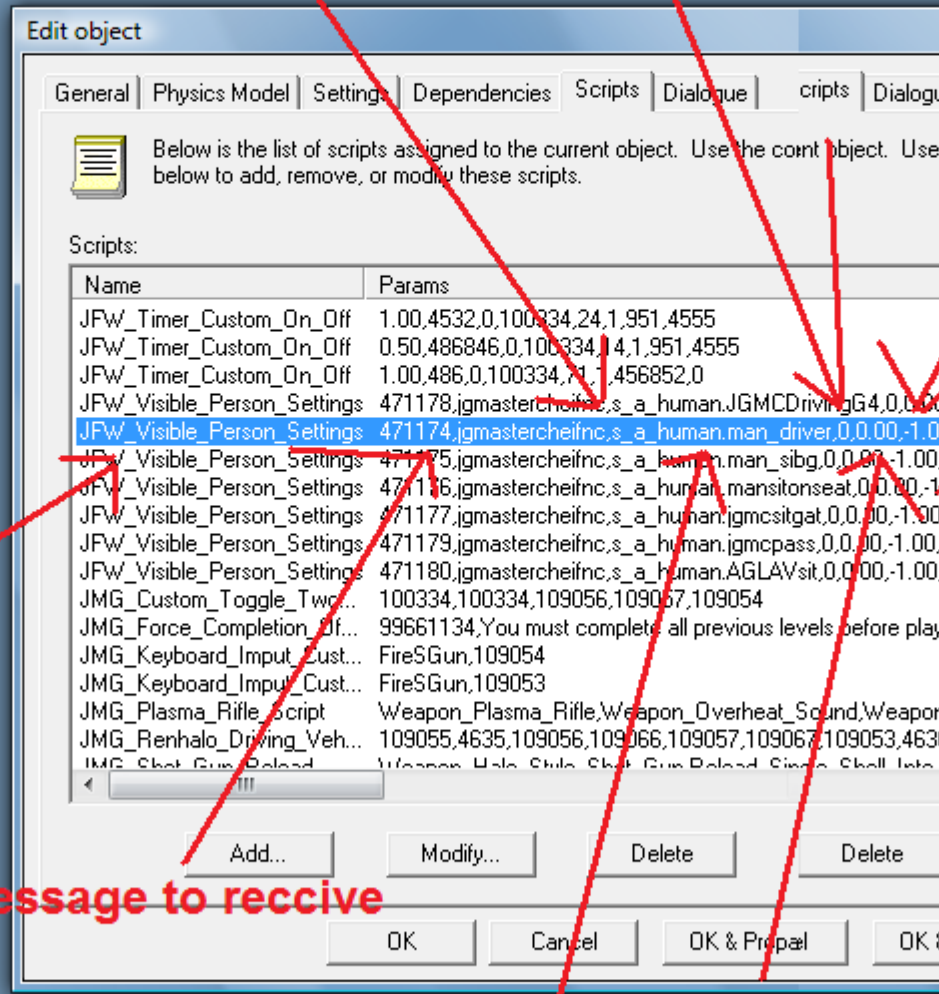
### File Attachments

---

1) [on infantry.png](#), downloaded 387 times

name of the 3d model with no collisions

just put 0



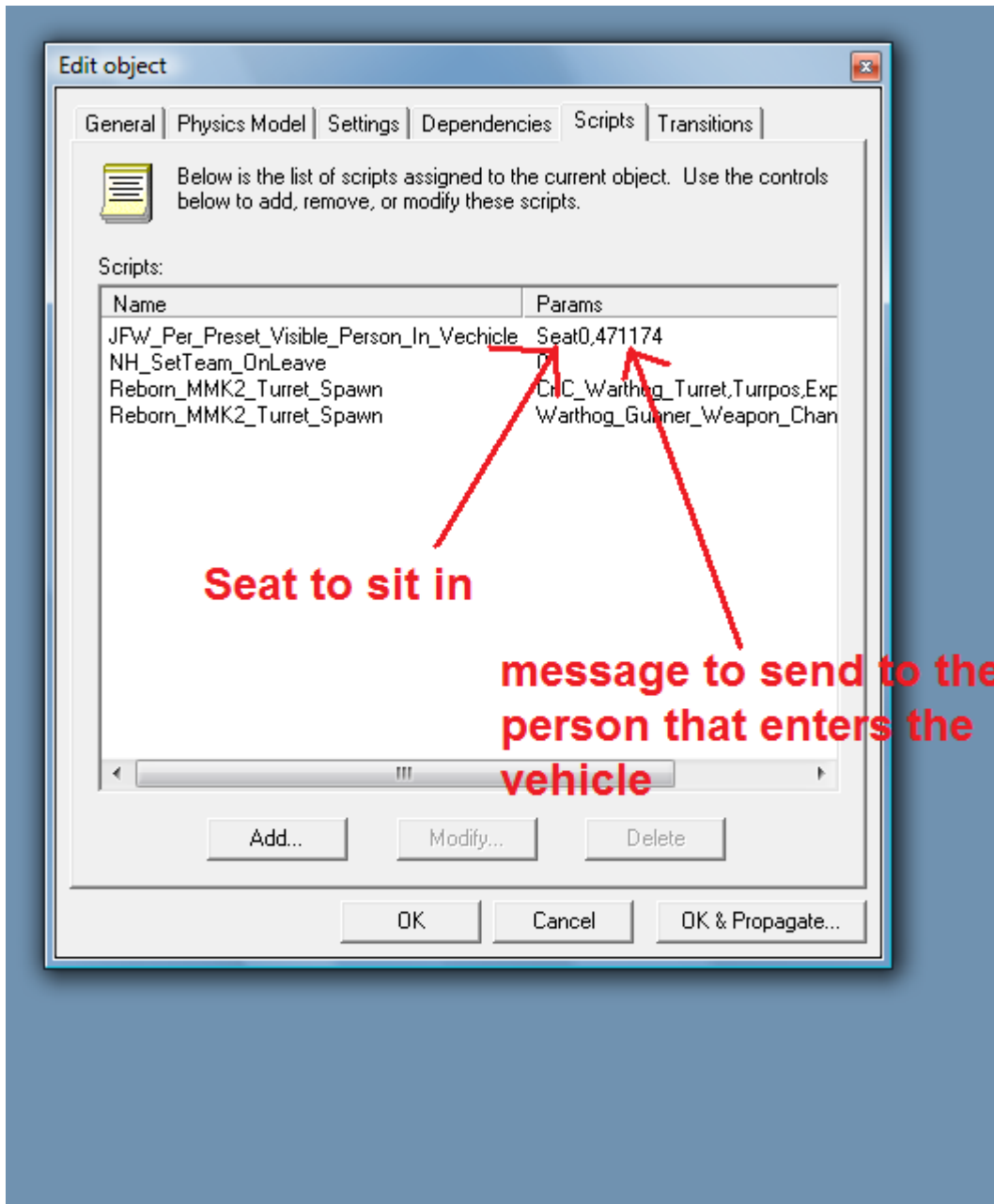
name of the script to attach

message to receive

first frame

animation to play

2) on the vehicle.png, downloaded 359 times



---

Subject: Re: Visible Driver in Vehicle  
Posted by [The Executor](#) on Fri, 18 Apr 2008 16:10:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Thanks, great tutorial. Are you gonna put this up on renhelp or can I do it for you?

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Jerad2142](#) on Fri, 18 Apr 2008 16:24:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

MSwindows wrote on Fri, 18 April 2008 10:10 Thanks, great tutorial. Are you gonna put this up on renhelp or can I do it for you?  
I suppose I could, not all that detailed but I might as well.

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [cAmpa](#) on Fri, 18 Apr 2008 16:28:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Works it? Ingame screen plx when done.

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [mrÄÅŞÄ-z](#) on Fri, 18 Apr 2008 18:11:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cAmpa wrote on Fri, 18 April 2008 11:28 Works it? Ingame screen plx when done.  
never playerd APB ?

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [cAmpa](#) on Fri, 18 Apr 2008 20:47:33 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:never playerd APB ?

No, screen plx.

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Reaver11](#) on Sat, 19 Apr 2008 19:12:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Which scripts version do you use in leveledit?

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Poskov](#) on Sat, 19 Apr 2008 21:24:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

me? jonwil's 3.4.4

by the way, when you said "And then on the infantry, you must have one of these scripts attached for each vehicle that has a different custom that is sent (you would only use a different custom if you wanted the vehicle to have a different sit position", what did you mean by this?

---

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Veyrdite](#) on Sun, 20 Apr 2008 01:25:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Have you been editing LE? I don't remember so many tabs on the edit-object window I though it was posible just with the standard LE settings for the vehicle, or does that only make the character appear at the vehicles origin in the editing pose?

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Poskov](#) on Sun, 20 Apr 2008 13:46:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What is the animaton if a mutant is driving?

471174,MODELNAME,s\_c\_human.man\_driver,0,0,-1,0  
or  
471174,MODELNAME,s\_c\_human.mut\_driver,0,0,-1,0  
or is it something else?

---

Subject: Re: Visible Driver in Vehicle  
Posted by [Caveman](#) on Sun, 20 Apr 2008 13:53:11 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

cAmpa wrote on Fri, 18 April 2008 21:47Quote:never playerd APB ?

No, screen plx.

What he said

---

Subject: Re: Visible Driver in Vehicle  
Posted by [\\_SSnipe\\_](#) on Sun, 20 Apr 2008 15:40:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

is this for ren vechs? cause i don't think you would be able to see anyone....inside them...

---

Subject: Re: Visible Driver in Vehicle  
Posted by [DL60](#) on Sun, 20 Apr 2008 20:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Works it? Ingame screen plx when done.

It worx! I tested long time ago when I made scooter for ren but i didn't find a good sitting

---

animation.

---

---

Subject: Re: Visible Driver in Vehicle

Posted by [Poskov](#) on Sun, 20 Apr 2008 20:07:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

### File Attachments

1) [apb.JPG](#), downloaded 256 times



---

Subject: Re: Visible Driver in Vehicle

Posted by [mrŁŠÄ-z](#) on Sun, 20 Apr 2008 20:17:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Soldier

Enger

### File Attachments

1) [1.jpg](#), downloaded 249 times

---



2) [2.jpg](#), downloaded 240 times



