
Subject: Scripting problem: please help
Posted by [JVP](#) on Fri, 14 Mar 2003 18:44:30 GMT
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scripting problem:

I'm making a script to automatically put people in vehicles (using scripts.dll source) using the Action_Enter_Exit(HGAMEOBJ obj,ActionParamsStruct *params) function, this gets people in the vehicle fine, the only problem is that when you are in the vehicle, you can move the turret fine but you can't move the vehicle, steer the vehicle, fire a weapon or get out of it!

Subject: Scripting problem: please help
Posted by [Deafwasp](#) on Fri, 14 Mar 2003 18:52:33 GMT
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maybe you put the character as a passenger and maybe need a exit script as well. and if it is a passenger, there is no one to hit "q" so he can fire.

I dont know. I no not of what I speak.
