Far Cry Scripting

Problem:

We want our Squad to follow us which also means entering and leaving vehicles .

Solution:

Note: I will take my vwgolf5 script as a reference.

I.   Entering the vehicle:

a. In your vehicle script located in:

X:\Far Cry\Mods\Modname\scripts\default\entities\vehicles\vwgolf5.lua

Create the following new functions if they aren't there by default.

Note: The hemtt script for example doesn't have these functions or properties.

```
function vwgolf5:Event_LoadPeople( params )
      self:LoadPeople();
end

function vwgolf5:Event_PlayerEntered( params )
      BroadcastEvent( self,"PlayerEntered" );
end
```


We need to modify some lines in the LoadPeople function: (* = important lines)

1. Remove or grey out with „--„ the if clause

```
if(VC.FreeToUse( self )==0) then                        *
      return                                            *
end                                                     *
```

2. Replace "DRIVER_IN" with "SHARED_ENTER_ME_VEHICLE"

Enter this line in the vehicle properties:

bSameGroupId = 1,

     It will look now like this:

```
function vwgolf5:LoadPeople()


    if(self.driverT.entity and self.driverT.entity.ai) then
    AI:Signal(0, 1, "SHARED_ENTER_ME_VEHICLE"self.id);
    end

    --Rest of Code
end
```

b. In your Default AI behavior script located int:

X:\Far Cry\Mods\Modname\scripts\AI\Behaviors\default.lua

In the Shared_Enter_Me behavior at line 452

```
    if(vehicle.driverT and vehicle.driverT.entity and (not
    vehicle.driverT.entity.ai)) then
        return
    end
```

Delete this if clause or grey it out.

II.   Leaving the vehicle:

a. In your vehiclecommon script located in:

X:\Far Cry\Mods\Modname\scripts\default\entities\vehicles\VehicleCommon.lua

Add `self:Event_PlayerLeft();` as the last line of the ReleaseUser function.

It should look like this:

```
function VC:ReleaseUser( tbl, inBoat )

    --previouscode

    self:Event_PlayerLeft();
end
```

b. In your vehicle script located in:

X:\Far Cry\Mods\Modname\scripts\default\entities\vehicles\vwgolf5.lua

Create the following new functions if they aren't there by default.

Note: The hemtt script for example doesn't have these functions.

```lua
function Kat8default:Event_PlayerLeft( params )
        BroadcastEvent( self,"PlayerLeft" );
end

function vwgolf5:Event_EveryoneOut()
        VC.DropPeople( self );
end
```

III.   Editor:

Place your vehicle on your map and use the Eventhandler to assign the In- and Output Event as shown in the Picture. The Events are assigned on the vehicle entity itself.