

---

Subject: Re: Question about gravity scale...  
Posted by [jnz](#) on Fri, 16 Mar 2007 15:30:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Mad Ivan wrote on Fri, 16 March 2007 14:09If i can recall correctly - that's how we made jumpjet infantry in the past - give the soldier a huge (or was it low? ) value and when jumping, the soldier will stay in mid-air for some time.

or just use Toggle\_Fly\_Mode() engine call.