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Subject: Re: Question about gravity scale...

Posted by [Jerad2142](#) on Fri, 16 Mar 2007 18:33:15 GMT

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gamemodding wrote on Fri, 16 March 2007 09:30Mad 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.

I am talking about projectiles.

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