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Subject: Re: A few questions

Posted by [BlueThen](#) on Sat, 07 Apr 2007 17:14:28 GMT

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yay! Thanks people. I finally opened the files and stuff. So how do I compile the modified files into scripts.dll?

Edit: Now can you people answer 1 and 2? Quote:

1. Is there a way to make a weapon that launches you in the air when shot down... like some anti gravity weapon? How?

2. Is there a way to make a weapon that spawns a turret or something of sorts when shot? How?

For one, I'm wanting to make some kind of jetpack, so when you press spacebar, you go in the air, and when you let go, you start to fall. Anyone?

For two, I saw a tutorial for this, but somehow, it didn't work.

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