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Subject: Theories on how to make parachutes

Posted by [\[REHT\]Spirit](#) on Mon, 30 Jun 2003 20:45:13 GMT

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Kind of an old question, I'm just looking for more than one to test (no I am not planning to steal theories! Especially with a topic FULL of proof that I stole it if I said I did it, just looking for some to test).

Here's my guess: Set up a vehicle (probably an air vehicle) with a parachute model with a bone for attaching the player to it. Upon entering a zone near the parachute (to give the image that as you run over it you pick it up or close to, based on how you want it set up) you fall to your destination with you attached to the parachute. The parachute itself could either:

- A. Be set up to fall slower (probably the easiest).
- B. Set up to follow a path at a certain speed.

What are your ideas?

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