

---

Subject: Theories on how to make parachutes

Posted by [\[REHT\]Spirit](#) on Tue, 01 Jul 2003 13:18:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Aircraftkiller Just make a pilot character who's GravScale is like 0.5, so he floats to the ground.

Yea but then when he gets to the ground, he can jump up into the air at that rate. I'm talking about a one-use parachute that only goes down.

---