
Subject: Re: Parachute function

Posted by [wittebolx](#) on Thu, 17 Jan 2008 13:50:22 GMT

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reborn wrote on Thu, 17 January 2008 04:01
21:16reborn wrote on Tue, 15 January 2008 16:46
Commands->Destroy_Object(parachute);

He is doing something wrong...

1. the parachute script in the C&C Server that you can use with !para is Reborn's Script. (facing bugged and indeed the parachute wont always go away.

2. since Hex made his Parachute working with facing etc etc, i tried to compile it and i added a chat hook for testing !para (just replaced the other !para command)

regarding 2. : the parachute wont appear. (doesnt work)

reborn: he is doing something wrong..
what do you mean by this?

That code was to show you how to make the parachute attach to a player and recognise when they have stopped falling. It was never meant to be a chat hook like that. You were supposed to attach the script to the player when they are ejected from a chin00k or whatever...

But yes, the facing is set-up wrong, I did fix this later on after I first posted, but I cannot locate the code atm. Under what conditions does the parachute not dissappear?

i cant find to code either.

about the conditions: like when i am at ground and use !para it appears ok (facing..not ok) when im walking etc and getting in a orca or whatever and eject from it in the sky, the parachute does its job, im not being killed, but when i hit the ground it stays on me. if i use the commmand when im on a building and jump, all goes ok and the parachute disappears when i hit the ground. it seems it works ok if i fall withing a few seconds after i use the command, but wont work if i fall some minutes after i used the command.
