Subject: Re: Swimming script
Posted by Jerad2142 on Tue, 13 Jan 2009 09:31:18 GMT

View Forum Message <> Reply to Message

Titan1x77 wrote on Mon, 12 January 2009 06:43I was playing around in max with a map with alot of water, and thought of making an underground with a script zone to send a custom to JFW_Jetpack... As the jetpack works you have to toggle it, which doesnt work for what im trying to do.

With the same code and changes to take away toggle and just leave it on, I can set up a zone to reach the very bottom to the top of the water, thus, when u enter the water, you can now "fly" or swim, when you reach the top (outside of the zone) it shuts the jetpack off.

The effect would be really cool to have you come flying up and to drop back down into the water as you reach the surface, also you could tread along the top or just swim where ever you'd like.

I have no idea how to code or compile, but I know how to set them up...can someone make a script like this based off JFW_jetpack?

Also make sure you can send a custom from a zone, I think jfw_jetpack needs to send a custom from a vehicle according to the readme.
Ever played rp2?

Also, there is a big LOL surprise if you don't do any thing special in your code, and just toggle fly off. It causes a little glitch, and if the player doesn't move after it being toggled off, and presses space bar at the same time it toggles off, they can go rocketing into the air.