Subject: Re: Swimming script
Posted by Titan1x77 on Tue, 13 Jan 2009 12:46:13 GMT

I can confirm the launch with the spacebar...haha

I went and set this up yesterday and sadly it works great except for the launch, if the launching glitch can be avoided, this will work.

I even tried setting a jfw_bounce_enter zone above it knocking you back down, but this is way to dirty. you can get knocked into the ground if you are not careful.

Thanks for the code reborn, But I have no idea on how to compile, if there is tutorial on how to do it, I could try it...besides,I think with the launch bug, using toggle fly mode isn't the best way as I thought.

Incidentally, We found a way to make a real jump pad but at the fixed height, as bounce zone entry is really a teleport..lol

I havent played RP2, what should i be looking for?