Subject: Script for aircrafts needed...
Posted by rrutk on Fri, 06 Feb 2009 11:34:18 GMT
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Script for aircrafts needed...

Aircrafts should react like real ones:

1.
- after start, they cannot stop in the air like helis, so set a minimum hor. velocity

2.
- they should "dive", when they sink & vice versa
(this script could also improve subs)

A good thing for next release would be a script for an cinematic airstrike (e.g. with a beacon, something like this was here in forum around).

And for persona and vehicle parachute drops.