
Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [TnTANDY](#) on Tue, 27 Apr 2004 22:18:04 GMT

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Hey, I know it sounds crazy, but wouldn't it be cool if we could have a NOD or GDI infantry eject from an aircraft and fly to the ground in safety with a parashoot.

I know it could be possible as I have seen a model of a parashoot and Infantry flying from air to ground in safety in SP.

Thats my suggestion to the All mighty Blackhand Team that they could look at someday

Regards,

Andy

www.TnT-Clan.be
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Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [Mad Ivan](#) on Wed, 28 Apr 2004 08:08:58 GMT

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actually, this is pretty good!
So what do ye say, oh mighty Black Hand?

Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [Slash0x](#) on Wed, 28 Apr 2004 15:28:36 GMT

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I was always wondering on this, who would go into an aircraft without a parachut? Lol.

Would be nice to at least beable to stay alive when they come out of an aircraft. I believe I remember seeing a parachut somewhere in Renegade.

Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [Nightma12](#) on Wed, 28 Apr 2004 16:49:15 GMT

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i am almost certain this can be done with AI

not sure if it would work if a player was in the orca ive enver seen players dropping from parachutes

Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [spoonyrat](#) on Wed, 28 Apr 2004 16:49:25 GMT
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There are loads of places in the single player campaign where Nod troops drop from Chinooks.

Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [Goltergaul](#) on Wed, 28 Apr 2004 18:27:16 GMT
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jest but this are scripts and i dont know if they work in MP... is think they dont

Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [TnTANDY](#) on Wed, 28 Apr 2004 20:12:56 GMT
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Subject: Suggestion: Aircraft Destroyed whilst in air Parashoot
Posted by [jonwil](#) on Thu, 29 Apr 2004 03:10:05 GMT
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Parachutes are not possible for player controlled infantry in multiplayer.
