
Subject: Raveshaw Settings

Posted by [obelisk70](#) on Wed, 09 Mar 2005 01:33:48 GMT

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Hello .I have a question about the rules for the jumping raveshaw. I was wondering if there is a way to go into more editing with him, I know how to change his running speed and health but what about for when he jumps. Does anybody know if there is a way to change the jumping settings for example How far he jumps or how fast he jumps and other things.

Thanks for any help.

Subject: Raveshaw Settings

Posted by [IRON FART](#) on Wed, 09 Mar 2005 05:41:00 GMT

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Its possible to change how long he stays in the air for after he jumps. So in a way he can "fly."

Subject: Raveshaw Settings

Posted by [Naamloos](#) on Wed, 09 Mar 2005 07:58:18 GMT

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The jump settings are on the settings tab a bit at the botem (jump violecy).

If you wan't the to "fly" decrease gravity.

... Don't say a thing about my grammer... I just woke up...

Subject: Raveshaw Settings

Posted by [Oblivion165](#) on Wed, 09 Mar 2005 09:23:58 GMT

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NaamloosThe jump settings are on the settings tab a bit at the botem (jump violecy).

If you wan't the to "fly" decrease gravity.

... Don't say a thing about my grammer... I just woke up...

Can we say anything about spelling?

Subject: Raveshaw Settings

Posted by [Naamloos](#) on Wed, 09 Mar 2005 15:51:08 GMT

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yes plz rat me spelin cuz i cna peak en pel eglis very god

Subject: Raveshaw Settings

Posted by [obelisk70](#) on Wed, 09 Mar 2005 23:48:49 GMT

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thanks for the info .I dont really want to him to fly the thing i really didi'nt like about raveshaw was the fact that no matter where i am on the feild if im 10meters from him or 1000000 meters he can jump that far. I will try to decrease the gravity and see if that works. that way i would have abit better chance to be able to get away from him. Another thing about him is he shuts down the game when he captures u and it would be better if he used a short range weapon rather than try to choke me.
