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Subject: Parichutes?

Posted by [Viking](#) on Tue, 20 Jun 2006 04:31:39 GMT

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Is white dragon ever gonna release the parichutes script?

Since WD proved Jonwil wrong about parichutes which Jon said was impossible...

Mabe WD can make a script for the guns going away than coming back like in another topic?

Jonwil says this is impossible to?

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Subject: Re: Parichutes?

Posted by [dead6re](#) on Tue, 20 Jun 2006 07:09:10 GMT

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You can loop a fake gun so they can't fire when using the parachute.

I nearly got working parachutes, but you don't have a slowed fall so you just die :/

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Subject: Re: Parichutes?

Posted by [MexPirate](#) on Tue, 20 Jun 2006 12:00:17 GMT

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www.dictionary.com - seriously, use it.

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Subject: Re: Parichutes?

Posted by [jonwil](#) on Tue, 20 Jun 2006 12:31:16 GMT

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The method WD uses to do parachutes is a Big Ugly Hack.

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Subject: Re: Parichutes?

Posted by [reborn](#) on Tue, 20 Jun 2006 12:44:35 GMT

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jonwil wrote on Tue, 20 June 2006 08:31 The method WD uses to do parachutes is a Big Ugly Hack.

It works though.

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Subject: Re: Parichutes?

Posted by [Ma1kel](#) on Tue, 20 Jun 2006 13:27:47 GMT

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And quite good too.

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Subject: Re: Parichutes?

Posted by [Sir Kane](#) on Tue, 20 Jun 2006 15:04:46 GMT

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jonwil wrote on Tue, 20 June 2006 07:31The method WD uses to do parachutes is a Big Ugly Hack.

And your shit dll isn't?

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Subject: Re: Parichutes?

Posted by [Renx](#) on Tue, 20 Jun 2006 15:06:38 GMT

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I'm pretty sure every new feature created this game in the last 3 years has been nothing but a hack.

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Subject: Re: Parichutes?

Posted by [YSLMuffins](#) on Tue, 20 Jun 2006 15:33:02 GMT

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What's a big ugly hack?

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Subject: Re: Parichutes?

Posted by [Sir Kane](#) on Tue, 20 Jun 2006 18:28:15 GMT

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Jonwil's brain, if he has any.

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Subject: Re: Parichutes?

Posted by [OWA](#) on Tue, 20 Jun 2006 20:20:48 GMT

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Silent Kane stated on Tue, 20 June 2006 16:04And your shit dll isn't?

Silent Kane also stated on Tue, 20 June 2006 19:28Jonwil's brain, if he has any.

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Why are you flaming Jonwil? What has he said in this topic to make you flame him?

---

Subject: Re: Parichutes?

Posted by [bisen11](#) on Tue, 20 Jun 2006 20:30:30 GMT

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one winged angel wrote on Tue, 20 June 2006 16:20Silent Kane stated on Tue, 20 June 2006 16:04And your shit dll isn't?

Silent Kane also stated on Tue, 20 June 2006 19:28Jonwil's brain, if he has any.

Why are you flaming Jonwil? What has he said in this topic to make you flame him?

Be smarter than him.

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Subject: Re: Parichutes?

Posted by [YSLMuffins](#) on Tue, 20 Jun 2006 20:42:01 GMT

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No more dirty laundry!

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Subject: Re: Parichutes?

Posted by [Canadacdn](#) on Wed, 21 Jun 2006 04:26:58 GMT

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I don't care if it's a big ugly hack, I'd love to try it out regardless.

I doubt it will be released though, because as someone said before, the problem with the Renegade community is people always withhold files so they can be highest on the mountain.

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Subject: Re: Parichutes?

Posted by [Sensitive](#) on Wed, 21 Jun 2006 04:35:45 GMT

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we dont want canadas opinion go bak to the igloos and fite polarbears

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Subject: Re: Parichutes?

Posted by [ghost](#) on Wed, 21 Jun 2006 04:40:41 GMT

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Well its there choose tp release it. Otherwise we will have 30+ servers running it. then it will get old and boring. I prefer crap like this being held away from public.

A good example:

What if there were 20+ servers running crazyCTF or some other mod... It would suck period.

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Subject: Re: Parichutes?

Posted by [Chronojam](#) on Wed, 21 Jun 2006 04:51:33 GMT

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CrazyCTF is the worst thing to ever happen to this game. Not even the redo operation where the E3 stuff was thrown out was as atrocious as CrazyCTF. Well... yeah, it was. But this is still really bad.

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Subject: Re: Parichutes?

Posted by [Canadacdn](#) on Wed, 21 Jun 2006 05:09:24 GMT

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Sensitive wrote on Tue, 20 June 2006 23:35we dont want canadas opinion go bak to the igloos and fite polarbears

Your ISP is Vianet, which is a Canadian ISP in Ontario. You've just made fun of yourself too, you fucking 'tard.

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Subject: Re: Parichutes?

Posted by [dead6re](#) on Wed, 21 Jun 2006 09:49:31 GMT

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I have to find how to find the next object below me which I guess is when WD's big custom hack comes into it.

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