Subject: Example Code: Parachutes
Posted by dead6re on Wed, 21 Jun 2006 13:54:47 GMT
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Okay, this shows a example of how to get working parachutes in SSAOW. It is based off the SSAOW1.5.

* A huge ugly hack needs to be produced to find the position of the ground if you want to allow them to parachute from a helicopter. (I don't have time to find the vector3 positions for each building and raised parts)

Download: http://www.webtekuk.co.uk/SSAOW/Parachute Test.rar

Mirrors:

Hosted By Xptek
http://xptek.eu/ul/Parachute Test.rar ~ California.
http://static.crunge.org/xptek/Parachute Test.rar ~ Washington.

Hosted By EA-DamageEverything
http://people.freenet.de/GelbsuchtNo1/Saugen/parachute.zip ~ Germany

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Subject: Re: Example Code: Parachutes
Posted by EA-DamageEverything on Thu, 22 Jun 2006 00:51:07 GMT
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~30 Kilobytes per second. I'm feeling like in the good old days...

Subject: Re: Example Code: Parachutes
Posted by dead6re on Thu, 22 Jun 2006 07:32:03 GMT
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The server its on has a max upload of 564kps, but its the only place I could get :/ If someone wants to mirror it, that would be nice.

Subject: Re: Example Code: Parachutes
Posted by xptek on Thu, 22 Jun 2006 08:12:54 GMT
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http://xptek.eu/ul/Parachute Test.rar ~ California.
http://static.crunge.org/xptek/Parachute Test.rar ~ Washington.

MD5: 2cd64b447de6fc7e928400172a2dd062

Subject: Re: Example Code: Parachutes
Posted by Cat998 on Thu, 22 Jun 2006 10:53:57 GMT
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Is it done the same way, WD does it ?

Subject: Re: Example Code: Parachutes
Posted by dead6re on Thu, 22 Jun 2006 11:00:47 GMT
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I'm not sure, I haven't seen WD's code. I think it must be simular except for the big hack he has made to find the hieght of the ground below him.

Subject: Re: Example Code: Parachutes
Posted by dead6re on Thu, 22 Jun 2006 11:01:16 GMT
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I'm not sure, I haven't seen WD's code. I think it must be simular except for the big hack he has made to find the hieght of the ground below him.

Subject: Re: Example Code: Parachutes
Posted by EA-DamageEverything on Fri, 23 Jun 2006 11:21:33 GMT
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I mirrored it too. I reduced the filesize by removing the "release" and "debug" directories which were created by MS VC++ to achieve a faster Download.

Infact, the german server is fast as it is=
http://people.freenet.de/GelbsuchtNo1/Saugen/parachute.zip