Subject: helicopter mod
Posted by FireRescue343 on Tue, 13 Feb 2007 00:11:35 GMT
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does anyone know how to make a mod to go down the transport helicopter by rope or up it, would be fun.

Subject: Re: helicopter mod
Posted by jnz on Tue, 13 Feb 2007 00:32:02 GMT
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it can be done, if you can slow the fall speed

Subject: Re: helicopter mod
Posted by FireRescue343 on Tue, 13 Feb 2007 01:29:16 GMT
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are you able to do that?

Subject: Re: helicopter mod
Posted by Viking on Tue, 13 Feb 2007 02:29:31 GMT
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LOL, cant be done unless the helicoptor is not a vhicle and is in the map and you make a rope than make it a ladder

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Subject: Re: helicopter mod
Posted by Jerad2142 on Tue, 13 Feb 2007 03:53:32 GMT
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I already have a script that slows the fall of a soldier.

Subject: Re: helicopter mod
Posted by Cpo64 on Tue, 13 Feb 2007 05:32:24 GMT
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Its possible, but not really practical for multi player.

Subject: Re: helicopter mod
Posted by Veyrdite on Sat, 17 Feb 2007 05:38:49 GMT
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if you had the original chinook models, you could make a simple invisible tunnel for simple col as ren hates complexity, and make a diff animation for climbing with the hand bones closer together.

heah, thats a feat no one has done yet, custom climbing animation

Subject: Re: helicopter mod
Posted by Viking on Sat, 17 Feb 2007 05:40:45 GMT
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Jerad Gray wrote on Mon, 12 February 2007 21:53I already have a script that slows the fall of a soldier.

So can you make parachutes?

Subject: Re: helicopter mod
Posted by Veyrdite on Sat, 17 Feb 2007 05:45:25 GMT
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if so he would have posted it in one of my older topics, so i dought it

Subject: Re: helicopter mod
Posted by Jerad2142 on Sat, 17 Feb 2007 17:12:05 GMT
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No I would not, I do not search for older forms when I post.
But no I do not have parachutes.