
Subject: Parachutes

Posted by [_SSnipe_](#) on Wed, 08 Aug 2007 06:26:11 GMT

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this server had them and when u jump u go down slow with the parachute

now is this a lvl thing or a scripts thing?

if tis lvl whats the modol of the parachute?

Subject: Re: Parachutes

Posted by [Tunaman](#) on Wed, 08 Aug 2007 06:30:48 GMT

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It is complicated scripting.. I doubt you could do it unless you actually learned C++.

Subject: Re: Parachutes

Posted by [Veyrdite](#) on Wed, 08 Aug 2007 06:31:18 GMT

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It would use a script or cinematic to attach the parachute w3d to a charachters chest bone, then theyd change the character preset to one exactly the same execpt with lower gravity.

Subject: Re: Parachutes

Posted by [_SSnipe_](#) on Wed, 08 Aug 2007 06:38:59 GMT

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Tunaman wrote on Wed, 08 August 2007 01:30It is complicated scripting.. I doubt you could do it unless you actually learned C++.

ya i havnt got around to learn c++ just yet :S

Subject: Re: Parachutes

Posted by [dead6re](#) on Wed, 08 Aug 2007 09:25:50 GMT

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dthdealer wrote on Wed, 08 August 2007 02:31It would use a script or cinematic to attach the parachute w3d to a charachters chest bone, then theyd change the character preset to one exactly the same execpt with lower gravity.

You do not need to change the character preset to one with a lower gravity. I do believe you have

to attach the No Falling Damage script because of a bug I found when I tried it. The parachutes animation is slightly interesting as well.

Subject: Re: Parachutes

Posted by [danpaul88](#) on Wed, 08 Aug 2007 09:30:13 GMT

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Yeah, falling damage is applied no matter WHAT speed your actually travelling at. Even if you hit the ground moving at a speed of 1 cm per hour it will still apply damage based on the time you were in the air.

Subject: Re: Parachutes

Posted by [Veyrdite](#) on Wed, 08 Aug 2007 09:48:38 GMT

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also cover the ground with a script zone to remove no_falling_Damage

Subject: Re: Parachutes

Posted by [Sn1per74*](#) on Wed, 08 Aug 2007 15:24:29 GMT

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Was it Sniperhid's server?

Subject: Re: Parachutes

Posted by [songokuk](#) on Wed, 08 Aug 2007 15:28:24 GMT

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Subject: Re: Parachutes

Posted by [sadukar09](#) on Wed, 08 Aug 2007 15:33:28 GMT

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No, gokus

Subject: Re: Parachutes

Posted by [Ryu](#) on Wed, 08 Aug 2007 15:34:30 GMT

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Black-Cells server had it first if I recall.

Subject: Re: Parachutes

Posted by [Canadacdn](#) on Wed, 08 Aug 2007 16:42:03 GMT

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Sniperhid made it into a Regular script so we could use it in Roleplay 2, too bad that Jonwil "isn't making another scripts.dll for awhile" now.

Subject: Re: Parachutes

Posted by [reborn](#) on Wed, 08 Aug 2007 16:48:20 GMT

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Erm, can't you just take the code, add it into the source code of the latest scripts.dll version's source, compile it then distribute it in the maps .mix?

Subject: Re: Parachutes

Posted by [Brandon](#) on Thu, 09 Aug 2007 20:30:54 GMT

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Sniperhid has it on his server but he also made it for Guko's / EKT Marathon Server

Subject: Re: Parachutes

Posted by [BlueThen](#) on Thu, 09 Aug 2007 20:50:47 GMT

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W4ARNING's server has it.

Subject: Re: Parachutes

Posted by [_SSnipe_](#) on Thu, 09 Aug 2007 21:12:45 GMT

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yikes i really need to start learning thsi crap to caught up :S god iv been busy this whole summer

Subject: Re: Parachutes

Posted by [Jerad2142](#) on Thu, 09 Aug 2007 21:24:51 GMT

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joe937465 wrote on Thu, 09 August 2007 15:12yikes i really need to start learning thsi crap to

caught up :S god iv been busy this whole summer
Ya you take to long and I just might make a script.

Subject: Re: Parachutes
Posted by [Sn1per74*](#) on Thu, 09 Aug 2007 23:09:52 GMT
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BlueThen wrote on Thu, 09 August 2007 15:50W4RNING's server has it.
Sniperhid gave it to w4rning.

Subject: Re: Parachutes
Posted by [_SSnipe_](#) on Fri, 10 Aug 2007 01:38:24 GMT
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where can i contact him

Subject: Re: Parachutes
Posted by [Sn1per74*](#) on Fri, 10 Aug 2007 02:29:41 GMT
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joe937465 wrote on Thu, 09 August 2007 20:38where can i contact him
XWIS.
Ps: He's not gonna give you the source.

Subject: Re: Parachutes
Posted by [_SSnipe_](#) on Fri, 10 Aug 2007 03:09:51 GMT
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