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Subject: Swimming script

Posted by [Titan1x77](#) on Mon, 12 Jan 2009 13:43:41 GMT

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I was playing around in max with a map with alot of water, and thought of making an underground with a script zone to send a custom to JFW\_Jetpack... As the jetpack works you have to toggle it, which doesnt work for what im trying to do.

With the same code and changes to take away toggle and just leave it on, I can set up a zone to reach the very bottom to the top of the water, thus, when u enter the water, you can now "fly" or swim, when you reach the top (outside of the zone) it shuts the jetpack off.

The effect would be really cool to have you come flying up and to drop back down into the water as you reach the surface, also you could tread along the top or just swim where ever you'd like.

I have no idea how to code or compile, but I know how to set them up...can someone make a script like this based off JFW\_jetpack?

Also make sure you can send a custom from a zone, I think jfw\_jetpack needs to send a custom from a vehicle according to the readme.

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Subject: Re: Swimming script

Posted by [reborn](#) on Mon, 12 Jan 2009 16:05:28 GMT

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Strangely enough I noticed that the toggle was missing it's sister function set\_fly\_mod too, just yesterday.

I didn't want to toggle either, so I set mine up like this:

```
bool flying;
flying = Get_Fly_Mode(obj);
if(!flying){
Toggle_Fly_Mode(obj);
}
```

The current API actually suggests in a comment on the Get\_Fly\_Mode function that Set\_Fly\_Mode exists, but I guess it was forgotten.

I hope this info help you.

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Subject: Re: Swimming script

Posted by [Jerad2142](#) on Tue, 13 Jan 2009 09:31:18 GMT

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Titan1x77 wrote on Mon, 12 January 2009 06:43I was playing around in max with a map with alot of water, and thought of making an underground with a script zone to send a custom to JFW\_Jetpack... As the jetpack works you have to toggle it, which doesnt work for what im trying to do.

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Also make sure you can send a custom from a zone, I think jfw\_jetpack needs to send a custom from a vehicle according to the readme.  
Ever played rp2?

Also, there is a big LOL surprise if you don't do any thing special in your code, and just toggle fly off. It causes a little glitch, and if the player doesn't move after it being toggled off, and presses space bar at the same time it toggles off, they can go rocketing into the air.

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Subject: Re: Swimming script  
Posted by [Titan1x77](#) on Tue, 13 Jan 2009 12:46:13 GMT  
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I can confirm the launch with the spacebar...haha

I went and set this up yesterday and sadly it works great except for the launch, if the launching glitch can be avoided, this will work.

I even tried setting a jfw\_bounce\_enter zone above it knocking you back down, but this is way to dirty. you can get knocked into the ground if you are not careful.

Thanks for the code reborn, But I have no idea on how to compile, if there is tutorial on how to do it, I could try it...besides,I think with the launch bug, using toggle fly mode isn't the best way as I thought.

Incidentally, We found a way to make a real jump pad but at the fixed height, as bounce zone entry is really a teleport..lol

I havent played RP2, what should i be looking for?

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Subject: Re: Swimming script

Posted by [Jerad2142](#) on Tue, 13 Jan 2009 18:50:40 GMT

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<http://www.roleplay2.com/index.php?page=download.php>]http://www.roleplay2.com/index.php?page=download.php[url]

I have implemented real swimming into it, you should give it a try, its rather complex, but if you like it I can assist you in getting it into your own mod.

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Subject: Re: Swimming script

Posted by [Titan1x77](#) on Tue, 13 Jan 2009 19:08:04 GMT

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downloading...

I definitely wanna check this out, I use to play blazeas race maps years back, me and him tested each others maps...this outta be good, nice to see its released.

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Subject: Re: Swimming script

Posted by [GEORGE ZIMMER](#) on Tue, 13 Jan 2009 23:44:26 GMT

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Rp2 has had tons of releases, although 1.4 has the most stable swimming. And considering it still has bugs... yeah.

But, I'm somewhat surprised you haven't. It's a great showcase of what Renegade can do.

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Subject: Re: Swimming script

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Posted by [samous](#) on Wed, 14 Jan 2009 00:59:48 GMT

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Cabal8616 wrote on Tue, 13 January 2009 15:44Rp2 has had tons of releases, although 1.4 has the most stable swimming. And considering it still has bugs... yeah.

But, I'm somewhat surprised you haven't. It's a great showcase of what Renegade can do.

lol, i never knew that, i never whent swimming b4. All i have every done is drive a car into the water, wich did nothing.

=samous

-i might not of been reading close enough, but what do you whant the swimming thing for?

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Subject: Re: Swimming script

Posted by [Jerad2142](#) on Fri, 16 Jan 2009 01:34:02 GMT

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Sounds like you were either running a really old version of rp2 or you didn't have rp2's scripts in your Renegade Directory.

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