Posted by Anonymous on Sun, 05 Jan 2003 13:50:00 GMT
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quote:Originally posted by SomeRhino:I highly doubt this is possible to implement in a script, but could you create a script that would be attached to a scriptzone wherein the player would be be blasted X meters into the air? If not, could you enter the zone and be given the ability to jump that high until you left? It would help me a great deal on porting the Q3A level. Thanks.Find the author of the "SureShot" sniper mod. In that mod everyone could jump super high...It was like playing low-grav instagib.