
Subject: I need script ideas

Posted by [Anonymous](#) on Sun, 05 Jan 2003 10:19:00 GMT

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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. [January 05, 2003, 10:23: Message edited by: SomeRhino]
