
Subject: Re: crazy map im making

Posted by [Veyrdite](#) on Sat, 19 Aug 2006 10:30:36 GMT

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normally when you crouch and point the rocket launcher down it fires beneath the floor, i wonder what would happen with this map....

oh and if you are scripting a floating matrix can you add a secondary fire to every weapon or just a shortcut key that you hold when colliding with an object with no settings for collision so you just kung-foo kick off?

or maybe script a powerup that turns the level upside down only for the people whom pick it up, maybe even one that makes your gravity change to a entirely random position i.e. diagonally.

these are only suggestions, not orders and i dont think i will be able to script anything for it until i read the 9999999pg manual.

please note that this was posted half way through the list of posts above.
