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Subject: Re: parachute spawn

Posted by [Jerad2142](#) on Sun, 28 Jan 2007 02:26:32 GMT

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Hah, I love this part, telling people alternative ways to do things. Okay if this is a .pkg file it is pretty simple, all you have to do is set it up so when a key is pressed it buys a charter (that looks exactly the same) which has a lower gravity scale and a parachute attached using a turret script. Then cover the ground with a script zone that sends a custom to the enter of a certain preset, which buys the original charter back. Of course it would be better using scripting.

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