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Subject: Re: parachute spawn

Posted by [Theboom69](#) on Sat, 03 Feb 2007 06:23:23 GMT

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Jerad Gray wrote on Thu, 01 February 2007 00:04I meant Only if you want the infantry to be permanently invincible.

Use this script for no falling damage:

M00\_No\_Falling\_Damage

If your jump higher than you land with this script you will take damage the one i told you want to make the unit's work right temp them and edit them either wise you will not get what you want unless you make a .pkg.

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