Subject: Re: Walls Flying and Lifting Vehicles
Posted by jnz on Tue, 29 May 2007 13:16:43 GMT

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StealthEye wrote on Tue, 29 May 2007 10:57
The script gamemodding uses is quite funny, but I don't think it would work for non BHS users as you're disabling the collisions, would it? I've been working on something like that for some time but it still doesn't work properly without clientside mods.

There is one way of doing it, but it's scratchy.

Make a script, every 50 milliseconds or so teleport the player under your transport. It does work but the player is moving too much.