Subject: Re: Parachutes
Posted by dead6re on Wed, 08 Aug 2007 09:25:50 GMT

dthdealer wrote on Wed, 08 August 2007 02:31It would use a script or cinematic to attach the parachute w3d to a charachters chest bone, then theyd change the charachter preset to one exactly the same execpt with lower gravity.

You do not need to change the character preset to one with a lower gravity. I do believe you have to attach the No Falling Damage script because of a bug I found when I tried it. The parachutes animation is slightly interesting as well.