
Subject: Re: Parachute function
Posted by [reborn](#) on Wed, 05 Dec 2007 18:47:04 GMT
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Hex wrote on Wed, 05 December 2007 13:38l can help with that, we already have a paracute script on my server for flying vehicles

We had the same problem trying to get it to face the right way

Thankyou very much. I tried looking at how westwood attached it to bots in there cinematics, but it's a pretty strange way of doing things. I appreciate the help
