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Subject: Re: Parachute function

Posted by [wittebolx](#) on Thu, 17 Jan 2008 02:16:07 GMT

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reborn wrote on Tue, 15 January 2008 16:46Commands->Destroy\_Object(parachute);

He is doing something wrong...

1. the parachute script in the C&C Server that you can use with !para is Reborn's Script. (facing bugged and indeed the parachute wont always go away.

2. since Hex made his Parachute working with facing etc etc, i tried to compile it and i added a chat hook for testing !para (just replaced the other !para command)

regarding 2. : the parachute wont appear. (doesnt work)

reborn: he is doing something wrong..  
what do you mean by this?

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