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Subject: Re: Have a question

Posted by [GEORGE ZIMMER](#) on Wed, 16 Jul 2008 13:42:52 GMT

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Hmm, could actually maybe be done with scripts, but would require custom scripting. Basically, you'd need to set up a script zone along the edges that would be grab on-able, then make a script that detects if you're jumping. If you're jumping AND you hit one of those script zones, it would freeze your player in the air, play an animation, then teleport him up.

Would more than likely take alot of proper positioning, animating, and decent scripting skills to do so, though.

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