Subject: Re: Script Request
Posted by reborn on Thu, 02 Oct 2008 14:00:47 GMT
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What you're talking about isn't entirely possible as far as I know. But you could come up with a pretty similar effect...

Maybe if you make a script that you attach the object when it enters the zone, the script would need to make him able to fly, then increamentaly adjust his position on the z axis, but make the increments very small, so it looks pretty fluid, and also make it happen every 0.01 of a second or something on a timer loop.
Perhaps it might look OK. You could even at the start of the script make the player play an animation, like his arms and legs flapping all over the place.
Pretty interesting actually, I wonder if it wouldd look totally shit or not so bad.

Saturday is planned as my coding day for reborn and APB, remind me Saturday morning about this and i'll write it, shouldn't really take too long at all to be honest, just I am really pumping in some hours at work this week and hav little time right now.

[Ninja edit]

Perhaps have it decremental too, but randomly, so you're kinda bobbing up and down, play some animations here and there. Really try and go for a random low gravity effect.
I think this could work. Maybe.