Subject: Re: Jump platforms?
Posted by nopol10 on Wed, 23 Sep 2009 23:15:38 GMT

GEORGE ZIMMER wrote on Wed, 23 September 2009 21:27nopol10 wrote on Wed, 23 September 2009 08:24There's an existing script that teleports you upwards or in a certain direction when you enter the zone. Its not a smooth transition though. A more advanced script can probably be coded to make you actually fly upwards smoothly when you enter the zone. Doubtful, as far as I know the only way to do this would be to temporarily modify gravity. This makes it not so smooth client-side... although it should look fine server side.

Although, if a script like that exists, that'd be amazing.

My idea is to make a waypath in LevelEdit that determines which way the jump platform will take you. Upon entering the zone, the script creates an invisible VTOL with collision and attaches you to it. The VTOL will then be forced to move through the waypath and upon reaching the end, it will be destroyed and you will regain control.