Subject: server side paratropping mod from orca/transport.
Posted by IRON FART on Fri, 16 Jan 2004 06:42:08 GMT

It would be possible, but the hard part is telling the game to distinguish between the guy jumping out with a parachute, and a guy jumping out like an idiot.

Thats the main problem. I suppose it could be done in a crude way by making one big zone where this happens, but that isn't a great way to do it. And a script can't really control what happens after you get out. BUT it is possible to make a parachute work whenever anyone falls. Becaus there are i believe 2 falling animations. One is a short distance, and the next is a longer one. Replace the longer one with a parachute, and slow the descent and i guess it could work.