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Subject: server side paratropping mod from orca/transport.

Posted by [Deafwasp](#) on Sat, 17 Jan 2004 18:53:03 GMT

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When you fall a great distance the jumping animation loops as you go down. You prolly could make it so the jumping animation includes a parachute deploying after where the first loop is. I really dont know how this works exactly but you could make it so when ever you jump from a distance you deploy a parachute, then just make it so you dont get hurt from falling from a great height.

Thats the best I could come up with. But maybe you could mod the game so there is a parachuting "transition". When you play if you hit x it flips you around so your facing the other direction. No one really uses this. Maybe you could mod it so your character changes to a different "parachuting" state. I mean crouching and jumping are different states right? When your in the air, you hit X and instead of jumping you glide down to the ground.

Shoot me now cause I dunno what im talking about.

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