Subject: :O CP2 Idea!
Posted by SuperMidget on Mon, 31 Oct 2005 17:47:28 GMT
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'Parachutes'

When your air vehicle is destroyed, you don't die when you hit the ground, you can parachute down? Like press 'P' or something and a little white parachute will pop open.

This will sometimes save you, and sometimes not. You can take damage from other people while parachuting down and also fire your weapon.

Commets? Can it be done?

Subject: Re: :O CP2 Idea!
Posted by Parad0x on Mon, 31 Oct 2005 18:52:36 GMT
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It cant be done.

BF2 sucks.

Subject: Re: :O CP2 Idea!
Posted by SuperMidget on Tue, 01 Nov 2005 13:54:15 GMT
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BF2?

I was talking about renegade...

Subject: Re: :O CP2 Idea!
Posted by Parad0x on Tue, 01 Nov 2005 16:20:27 GMT
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Yes but you've taken your idea from BF2.

Subject: Re: :O CP2 Idea!
Posted by Ma1kel on Tue, 01 Nov 2005 18:38:20 GMT
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Or from the scene before level 4, where Havocs ejects with a parachute.

Subject: Re: :O CP2 Idea!
Posted by Cybie1111 on Wed, 02 Nov 2005 05:46:08 GMT
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I dont think that can be done.

Ma1kel, that was a cut-scene, not the gameplay itself.

Subject: Re: :O CP2 Idea!
Posted by Goztow on Wed, 02 Nov 2005 07:47:12 GMT
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would completely change the game and that's not something many people want. And what about people not having cp2? Oh well, nice to see some people still have ideas though .

Subject: Re: :O CP2 Idea!
Posted by RTsa on Wed, 02 Nov 2005 16:31:09 GMT
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I'm guessing this would be a SSAOW thing...but I wouldn't want this either.

Subject: Re: :O CP2 Idea!
Posted by Whitedragon on Thu, 03 Nov 2005 01:32:00 GMT
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This can probably be done server side, but dont expect it to happen.

Subject: Re: :O CP2 Idea!
Posted by ghostSWT on Thu, 03 Nov 2005 06:52:19 GMT
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I think that it can easily be done. The problem is players without the newer scripts and proper key-hooks settings won't be able to use it. Other then that it could be fun.

Subject: Re: :O CP2 Idea!
Posted by luv2pb on Thu, 03 Nov 2005 18:26:16 GMT

Parad0x you wrong it could be done, it would be a bitch but it could be done. Good luck finding someone willing to do it. You wouldn't be able to press a letter to open it though. It would just pop open as soon as your flying craft died. Plus I'm not sure their is a parachute or parachute animation in the game so it might look a little funny.

Subject: Re: :O CP2 Idea!
Posted by SuperMidget on Fri, 04 Nov 2005 14:13:20 GMT

Parad0x wrote on Tue, 01 November 2005 11:20Yes but you've taken your idea from BF2.
No I haven't.

Subject: Re: :O CP2 Idea!
Posted by Scythar on Sat, 05 Nov 2005 14:01:07 GMT

Might make transport choppers a bit more useful. I like the idea of   4 Hotwires jumping into your base. But as stated, if the animation is bad/doesn't exist, it's not a good idea.