Subject: Parachutes
Posted by punkun21 on Fri, 23 Dec 2005 15:55:44 GMT
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WD is the ownage

You need DivX by the way.

Subject: Re: Parachutes
Posted by Scythar on Fri, 23 Dec 2005 16:23:32 GMT
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Nice! It doesn't look as bad as I thought it would. Very nice.

Subject: Re: Parachutes
Posted by Cat998 on Fri, 23 Dec 2005 16:25:51 GMT
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wow, looks good !

Subject: Re: Parachutes
Posted by runewood on Fri, 23 Dec 2005 16:53:22 GMT
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My computer went crazy when I clicked that. Said to protect the computer it wouldnt load it.

Subject: Re: Parachutes
Posted by JeepRubi on Fri, 23 Dec 2005 17:07:51 GMT
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 Cool

Subject: Re: Parachutes
Posted by Jecht on Fri, 23 Dec 2005 17:29:22 GMT
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those are pretty well done, excellent work.

Subject: Re: Parachutes
Posted by idebo on Fri, 23 Dec 2005 17:52:00 GMT
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Very cool!

Subject: Re: Parachutes
Posted by icedog90 on Fri, 23 Dec 2005 19:52:47 GMT
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runewood wrote on Fri, 23 December 2005 08:53My computer went crazy when I clicked that.
Said to protect the computer it wouldnt load it.

That's because you're using some shitastic firewall or virus scanner.

Those parachutes looked pretty good. Great job.

Subject: Re: Parachutes
Posted by Kanezor on Fri, 23 Dec 2005 21:34:36 GMT
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Scythar wrote on Fri, 23 December 2005 11:23Nice! It doesn't look as bad as I thought it would.
Very nice.
That's DivX for you, although I prefer the XviD codec: it's pretty much the same thing, but free and
without as many bugs during the encoding process.

Subject: Re: Parachutes
Posted by punkun21 on Fri, 23 Dec 2005 21:47:03 GMT
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DivX didn't cost me anything...got it here
http://www.download.com/DivX-Play-Bundle-with-DivX-Player/30
00-2139_4-10407610.html?tag=lst-0-5

Subject: Re: Parachutes
Posted by icedog90 on Fri, 23 Dec 2005 22:36:43 GMT
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I like both, but whenever I install the XviD codec, it screws up DivX.

Subject: Re: Parachutes
Posted by light on Fri, 23 Dec 2005 22:46:04 GMT
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DivX Player is free
DixV encoder costs or is bundled with spyware (I had the bundled one, thank goodness for my firewall)

As for the parachutes, great job.

Subject: Re: Parachutes
Posted by cmatt42 on Sat, 24 Dec 2005 00:43:40 GMT
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Awesome.

Subject: Re: Parachutes
Posted by rm5248 on Sat, 24 Dec 2005 02:27:35 GMT
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How does this work? Do you press a key or does it automatically deploy?

Subject: Re: Parachutes
Posted by Renx on Sat, 24 Dec 2005 03:35:31 GMT
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If I had to guess I'd say it was a weapon that was just added to everyone's weapon bag, but the HUD is cut out of the video so you can't tell for sure.

Subject: Re: Parachutes
Posted by U927 on Sat, 24 Dec 2005 03:52:08 GMT
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42 shades of leet.

Subject: Re: Parachutes
Posted by DreamWraith on Sat, 24 Dec 2005 03:53:40 GMT
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looks to me like its a script automatically triggered when exiting vehicle from an altitude.

Subject: Re: Parachutes
Posted by Whitedragon on Sat, 24 Dec 2005 06:51:28 GMT

You press Q and you eject from the vehicle with a parachute.

Subject: Re: Parachutes
Posted by Blazer on Sat, 24 Dec 2005 06:52:54 GMT

Really cool!

Oh and if you rename the file extensions to .avi, they play fine in media player (most people already have divx/xvid codec installed, but not necessarily the divx media player or file association).

Subject: Re: Parachutes
Posted by icedog90 on Sat, 24 Dec 2005 08:40:08 GMT

What happens when the vehicle gets destroyed while you're in it? Does the parachute still open?

Subject: Re: Parachutes
Posted by Chronojam on Sat, 24 Dec 2005 08:42:57 GMT

From what's been said it only happens if you bail purposely.

Subject: Re: Parachutes
Posted by DreamWraith on Sat, 24 Dec 2005 08:58:39 GMT

the video package also suggests the same. the "louis sucks" video shows the vehicle being destroyed, and everyone falling to their deaths.

Subject: Re: Parachutes
Posted by Goztow on Sat, 24 Dec 2005 12:57:15 GMT

Very nice work but it would only be fare if nod gets something like an AA gun then (I know: RA). Too easy to get in/on buildings otherwise.

Subject: Re: Parachutes
Posted by Lijitsu on Sat, 24 Dec 2005 13:47:47 GMT
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Goztow wrote on Sat, 24 December 2005 07:57Very nice work but it would only be fare if both teams get something like an AA gun then (I know: RA). Too easy to get in/on buildings otherwise.
Fixed. Both teams have the 'chutes, so it would be unfair for just one team to get AA weapons.

Subject: Re: Parachutes
Posted by Ma1kel on Sat, 24 Dec 2005 14:21:58 GMT
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You can unless there's a shield "run" over it with flying vehicles, and ofcourse it slows down you falling so that's also a negative thing.

Subject: Re: Parachutes
Posted by hunteroo2 on Sat, 24 Dec 2005 18:28:09 GMT
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or you could just...you know...kill them with a sniper

Subject: Re: Parachutes
Posted by Oblivion165 on Mon, 26 Dec 2005 03:14:12 GMT
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If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.

Subject: Re: Parachutes
Posted by Aprime on Mon, 26 Dec 2005 05:24:37 GMT
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Blazer wrote on Sat, 24 December 2005 01:52Really cool!

Oh and if you rename the file extensions to .avi, they play fine in media player (most people already have divx/xvid codec installed, but not necessarily the divx media player or file association).

... Or just open the file in WMP10. :\

Subject: Re: Parachutes
Posted by light on Mon, 26 Dec 2005 07:45:56 GMT
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I would prefer it if the chutes took longer to float to the ground, make people sitting ducks until they land.

Subject: Re: Parachutes
Posted by Ma1kel on Mon, 26 Dec 2005 11:18:22 GMT
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Oblivion165 wrote on Sun, 25 December 2005 21:14If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.
That isn't possible, I've tried to go up there 50 times and every time a invisable barrier let me fall off it.

Subject: Re: Parachutes
Posted by Aircraftkiller on Mon, 26 Dec 2005 19:42:59 GMT
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You don't need new weapons to counter this; all you need is for Renegade to work the way C&C95 does (The way Renegade was promised to work) and have snipers do no damage to vehicles, with all missile equipped weapons having their missiles home in on aircraft and other units.

Subject: Re: Parachutes
Posted by Oblivion165 on Mon, 26 Dec 2005 20:12:38 GMT
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Ma1kel wrote on Mon, 26 December 2005 06:18Oblivion165 wrote on Sun, 25 December 2005 21:14If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.
That isn't possible, I've tried to go up there 50 times and every time a invisable barrier let me fall off it.

Well ive been stuck in there numerous time on c&c_city_flying, but still the same, on top of buildings, all over the place.

Subject: Re: Parachutes

Posted by U927 on Tue, 27 Dec 2005 16:42:38 GMT
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Oblivion165 wrote on Sun, 25 December 2005 22:14If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.

If you look closely at the videos, the parachute cannot be deployed as soon as the chopper is destroyed; the occupants need to jump out on their own to deploy parachutes.

Subject: Re: Parachutes
Posted by Oblivion165 on Wed, 28 Dec 2005 04:02:40 GMT
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U927 wrote on Tue, 27 December 2005 11:42Oblivion165 wrote on Sun, 25 December 2005 22:14If this was to become a common release, there would need to be Anti-Air additions made. There is no way this would make gameplay better. Think of every hotwire you seen fall to her death, land on the powerplant inside the smoke stack. Impossible to kill her out of there.

If you look closely at the videos, the parachute cannot be deployed as soon as the chopper is destroyed; the occupants need to jump out on their own to deploy parachutes.

Whats the difference? People cant see their health bar? Once it hits the lost cause point, jump for it.

Subject: Re: Parachutes
Posted by Nightma12 on Wed, 28 Dec 2005 16:06:18 GMT
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and then kill the person on the ground, and steal the Orca

Subject: Re: Parachutes
Posted by bisen11 on Fri, 30 Dec 2005 05:52:16 GMT
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So anybody know how it was done? I can think of some ways that could possibly work but i don't know. Maybe make a big script zone in the air and have it attach parachutes to people who go through it?

Subject: Re: Parachutes
Posted by Kanezor on Fri, 30 Dec 2005 07:44:09 GMT

Uhm, I guess that would be one hackery way to do it...

Subject: Re: Parachutes
Posted by bisen11 on Fri, 30 Dec 2005 07:52:52 GMT

The only thing is my freind tells me parachutes are more of an animation than a model and you can't put animations on people according to him.