
Subject: New ideas

Posted by [_SSnipe_](#) on Sat, 26 May 2007 05:20:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

can u make new guns for infirtry from vechs and can u add parachuts ?

Subject: Re: New ideas

Posted by [AoBfrost](#) on Sat, 26 May 2007 15:59:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Impossible for parachutes to be used whenever you want, the only thing that would work is say a drop mod or spawn mod like spawning a gun/crate in front of you and using a chute to drop it rather than just make it appear...and other guns...i'd say it is possible but you need 1337 gmax skillz and they'd only work on new maps UNLESS you just make a new model, then that will work ingame without others needing it, although they will see you with your normal uns while you see yourself/them with new guns

Subject: Re: New ideas

Posted by [IronWarrior](#) on Sat, 26 May 2007 16:19:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

joe937465 wrote on Sat, 26 May 2007 00:20can u make new guns for infirtry from vechs and can u add parachuts ?

Yeah, you can do all that, Black-Cell has a parachute mod, I seen screen shots, but never joined their servers to test it.

Dont know how they gonna do, they keep it to themselves, so I douth you will ever find out.

Subject: Re: New ideas

Posted by [_SSnipe_](#) on Sat, 26 May 2007 20:09:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

i knew a guy who said he had working parachute mod and he was like the ubber mod maker but he quiet

Subject: Re: New ideas

Posted by [jamiejrg](#) on Sat, 26 May 2007 20:17:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have used it on black-cell back in the day. It was totaly server side too.

Subject: Re: New ideas

Posted by [_SSnipe_](#) on Sun, 27 May 2007 19:08:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

so it is possible?
