Subject: Theories on how to make parachutes
Posted by [REHT]Spirit on Mon, 30 Jun 2003 20:45:13 GMT
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Kind of an old question, I'm just looking for more then one to test (no i am not planning to steal theories! Esspically with a topic FULL off proof that I stole it if I said I did it, just looking for some to test).

Here's my guess: Set up a vehicle (probally an air vehicle) with a parachute model with a bone for attaching the player to it. Apon entering a zone near the parachute (to give the image that as you run over it you pick it up or close to, based on how you want it set up) you fall to your destination with you attached to the parachute. The parachute itself could either:

A. Be set up to fall slower (probally the easiest).
B. Set up to follow a path at a certain speed.

What are your ideas?

Subject: Theories on how to make parachutes
Posted by Aircraftkiller on Tue, 01 Jul 2003 04:03:46 GMT
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Just make a pilot character who's GravScale is like 0.5, so he floats to the ground.

Subject: Theories on how to make parachutes
Posted by Majiin Vegeta on Tue, 01 Jul 2003 11:02:30 GMT
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AircraftkillerJust make a pilot character who's GravScale is like 0.5, so he floats to the ground.

if he makes it he will be lucky

snipers would pick him off

Subject: Theories on how to make parachutes
Posted by [REHT]Spirit on Tue, 01 Jul 2003 13:18:13 GMT
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AircraftkillerJust make a pilot character who's GravScale is like 0.5, so he floats to the ground.

Yea but then when he gets to the ground, he can jump up into the air at that rate. I'm talking about a one-use parachute that only goes down.

Subject: Theories on how to make parachutes
Posted by Majiin Vegeta on Tue, 01 Jul 2003 14:00:17 GMT

i dunno how the whole engine works

but cant you have it as a selectable weapon..and when you hold fire..*what ever you want to go here*