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Subject: slippery ice?

Posted by [--oo00o00oo--](#) on Sun, 02 Nov 2003 16:53:17 GMT

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is it possible to set up (a zone or any other way) ice so when the player crosses over it they slip?

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Subject: slippery ice?

Posted by [Deafwasp](#) on Sun, 02 Nov 2003 23:13:15 GMT

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no.

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Subject: slippery ice?

Posted by [Halo38](#) on Tue, 04 Nov 2003 09:59:31 GMT

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If you made the entire level out of ice you can mess around with the vechile settings and make them slid around more freely which will give the appearance of sliding on ice.

But that could get a bit annoying after a while

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Subject: slippery ice?

Posted by [bigwig992](#) on Tue, 04 Nov 2003 15:50:25 GMT

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JonWil made the z offset zone script, I don't see why it'd be so different to make an x or y offset.

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Subject: slippery ice?

Posted by [xpontius](#) on Tue, 04 Nov 2003 17:04:37 GMT

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Play it on a really laggy connection, I tend to slide around heh. But no more...

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Subject: slippery ice?

Posted by [Cpo64](#) on Tue, 04 Nov 2003 18:30:02 GMT

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bigwig992JonWil made the z offset zone script, I don't see why it'd be so different to make an x or y offset.

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Good point, would be funny...

Especially when the mapper does something wrong and you get offsetted right into the middle of a wall, or into the side of a hill, or over a cliff.

Or get offsetted to the point where your not stuck in something but you go right through it, and fall into the blue abyss. lol

Anyways, I don't think oo0o00oo has the ability to do that sort of scripting

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