Subject: server side paratropping mod from orca/transport.
Posted by Alkaline on Wed, 14 Jan 2004 18:24:35 GMT
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Would it be possible that when you press e and you are in a chopper, the soldier that hops out comes down with a parachute? Also same thing would happen when the orca/transport explodes and you are still in the air; you would fall downl using a parachute and take minimal falling damage.

Subject: server side paratropping mod from orca/transport.
Posted by General Havoc on Wed, 14 Jan 2004 21:35:06 GMT
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I would have said no. But with the release of the scripts.dll server side sniping mod, it may be possible, so therefore I'm not saying it is impossible, but it would probably be hard to do.

Subject: server side paratropping mod from orca/transport.
Posted by Alkaline on Thu, 15 Jan 2004 04:04:00 GMT
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ok, I'm pretty sure one could use the parachute textures/model that is already in the game, so the client wouldn't have to download anything heh.

Subject: server side paratropping mod from orca/transport.
Posted by kn0wn on Fri, 16 Jan 2004 03:34:26 GMT
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I reckon it's possible, but all the paratroops in SP have the No Falling Damage script, wouldn't you need that? And if you used that, and your character fell off something really high like the mesa on Walls, he wouldn't get hurt, would he? I agree with Havoc, if it's possbile, it'll be hard as hell

Subject: server side paratropping mod from orca/transport.
Posted by IRON FART on Fri, 16 Jan 2004 06:42:08 GMT
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It would be possible, but the hard part is telling the game to distinguish between the guy jumping out with a parachute, and a guy jumping out like an idiot.

Thats the main problem. I suppose it could be done in a crude way by making one big zone where this happens, but that isn't a great way to do it. And a script can't really control what happens after you get out. BUT it is possible to make a parachute work whenever anyone falls. Becaus there are i believe 2 falling animations. One is a short distance, and the next is a longer one. Replace the

longer one with a parachute, and slow the descent and i guess it could work.

Subject: server side paratropping mod from orca/transport.
Posted by Deafwasp on Sat, 17 Jan 2004 18:53:03 GMT
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When you fall a great distance the jumping animation loops as you go down. You prolly could make it so the jumping animation includes a parachute deploying after where the first loop is. I really dont know how this works exactly but you could make it so when ever you jump from a distance you deploy a parachute, then just make it so you dont get hurt from falling from a great height.

Thats the best I could come up with. But maybe you could mod the game so there is a parachuting "transition". When you play if you hit x it flips you around so your facing the other direction. No one really uses this. Maybe you could mod it so your character changes to a different "parachuting" state. I mean crouching and jumping are different states right? When your in the air, you hit X and instead of jumping you glide down to the ground.

Shoot me now cause I dunno what im talking about.