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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.

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