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.

Good point, would be funny...
Expesaly when the mapper does something wrong and you get offseted right into the middle of a wall, or into the side of a hill, or over a cliff.

Or get offseted 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 oo00o00oo has the abilty to do that sort of scripting