Subject: scripts.dll 1.5
Posted by jonwil on Wed, 25 Feb 2004 05:08:59 GMT
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ok, vloktboky, that would be good. (the CTF stuff that is)

What parachute thing and how is it working?
Also, which parameters have you figured out for the animation one?

There is no way to do a proper "jump pad" (its possible to do fake ones though like the ideas
given in this thread and the "move the player +x+y+z script" that I am going to do for 1.5