

ET: Legacy Development - Feature #869

Functional parachute spawn

23.08.2015 09:53 - keMoN

Status:	New	% Done:	0%
Priority:	Low	Spent time:	0.00 hour
Assignee:			
Category:	Mod generic		
Target version:	2.78		
OS:		Arch:	
Description			
Introduce functional parachute spawns (WITH movement) to the game. So far a work-around in several [UJE] maps are clip-boxes with the player inside following a scripted path. This can be used for example on beach or baserace like maps. Has already been done in DeGeneration mod for rtcw. All contacts are inactive, but I can try again.			

History

#1 - 23.08.2015 09:54 - keMoN

- Category set to General
- Priority changed from Normal to Low
- Target version set to ALL

#2 - 23.08.2015 11:54 - Spyhawk

- Category changed from General to Mod generic
- Target version changed from ALL to 2.78

#3 - 20.11.2015 16:22 - thunder

this might be interesting as models then?

<http://www.thewolfteam.org/forum/index.php/topic.394.msg3428.html#msg3428>

they will have a tag_back so they can be attached in the sack of the soldier??

#4 - 20.11.2015 17:16 - keMoN

Thank you for sharing your models, thunder!

Have you checked RtcW, because there should already be existing/working parachute models? In the airbase map the 'Fallschirmjaeger' land with parachutes from the sky.

One thing though, parachutes, at least in war, are rather designed to **not** attract attention and therefore the american/german flag might be over-the-top, but a simple retexture shouldn't take very long.

I will keep lurking into your thread for the final version.

Thank you for your support!

#5 - 28.11.2015 16:23 - thunder

how about this one then:

#6 - 01.12.2016 16:44 - keMoN

- File *spawn_fly_test.pk3* added

Plain map for testing.

Files

spawn_fly_test.pk3	127 KB	01.12.2016	keMoN
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