Anyone know anything about a purchasable jetpack? I saw someone a few pages ago talking about buying jetpacks but... It wasn't the same thing I was trying to do. Trigger Flying or something is the script I need to attach. Anyhow here's what I'm thinking. Can I add a new preset of a Autorifle soldier that has the flying script already on him, and then when the user Pokes a switch it turns them into that class? I don't really think flying snipers and stuff will be too balanced... Think of the ridiculous overpoweredness. Also I'm thinking of a set price to jet pack about. I'm gonna build a vending machine for them: Jetpack-O-Matic. On poke it will subtract credits and change their class. I'm not all that clear on how to do it but I'll figure it out somehow.

What do you guys think about actual battle dynamic? I don't know about a bridge between them... It kinda defeats the purpose of them being Zeppelins and all... I was thinking just aircraft and jet packs. I'm also planning to have a Sniper Rifle spawn on each platform, but on a timer so we dont just have a snipe fest. Just like every 5 minutes one will respawn or something...

Uh yeah those are the things I came up with to post here from my thinkings on this map. Anyone else have any input? Like I said there will be stuff on the platforms, not just bare concrete. I'll add sandbags or barrels or boxes or something.