Going off what reborn said.. (but @wittebolx)

(I'm not entirely sure how to code this tbh...)

What you'd do is if a player is if the player is in a VOTL vehicle and they exit the vehicle, use reborn's Get_Random_Building() function and get the position of that building. Take the z-axis value from post positions of the object and building and subtract them. If the values are more than 8.0f meters off the ground, then deploy parachute.

Again, I'm NOT sure how to exactly code that but that is how I would rig it if I did know.

~MathK1LL

P.S. (@anyone)

I'm not doing anymore Renegade scripting so, if you ask me to do coding for you, I will say NO.