

Parachute.

The most updated one I could find was by [Dragokas "\[ANY\] Parachute \(fork\)"](#). It had issues.

The best tested was [SourceMod Parachute 2.5 with Model Final by Swatt_88](#) so that's in the download.

1. **INSTALL.** This one is in the downloads "Parachute addon". All the files you need are in a dod folder.
2. **You do not need to bind a key**, the author has given two choices, the use key (E) or the Jump key (Space bar). **See below how to select that**, I have set this on the use key by default.
3. **Configuration.** The author has some CVARS they are placed in **dod\cfg\sourcemod\sourcemod.cfg** see the next page for those.
 - By default, I have set this to off.
4. **To use.** Simply press the use key (or space key if you selected it) when falling, look up and you see a parachute model attached to you.
 - By default, in this download I have set this to off, **sm_parachute_enabled 0**
 - By default, in this download I have set the key to the use key, **sm_parachute_button 1** if you want the space key , set that to "2".

The bots use the space key a lot is why the default (E) key is best.

Don't forget you have an Admin Menu and **sm_parachute_enabled 0** and be turned on "1" and off "0" as you desire. See below.

		
Press 2 "RCBot2 Fun Modes"	Press 2	Turn it on (1) or off (2)

Further, you can turn this on automatically for maps of a certain type using the map.cfg.

- Start dod_avalanche, turn on the Parachute mod,
- Get up high, press the Use (E) or Space (spacebar) key and float down.
- Steer using your mouse
- You can fire your gun on the way down.

That's it, dead simple. If you want this on all the time...

- **Go to dod\cfg\sourcemod\sourcemod.cfg open the file.**
- Change to... **sm_parachute_enabled 1**

See the next page for the text to paste in...

//sm_parachute CVARs

```
//sm_parachute_enabled "1" - 0: disables the plugin - 1: enables the plugin
sm_parachute_enabled 0
//sm_parachute_fallspeed "100" - speed of the fall when you use the parachute
sm_parachute_fallspeed 100
//sm_parachute_linear "1" - 0: disables linear fallspeed -1: enables it
sm_parachute_linear 1
//sm_parachute_msgtype "1" - 0: disables Information -1: Chat -2: Panel -3: BottomCenter
sm_parachute_msgtype 1
//sm_parachute_cost "0" - cost of the parachute (CS ONLY) (If cost = 0 then free for everyone)
sm_parachute_cost 0
//sm_parachute_payback "75" - how many percent of the parachute cost you get when you sell your
parachute (ie. 75% of 1000 = 750$)
sm_parachute_payback 75
//sm_parachute_welcome "1" - 0: disables Welcome Message -1: enables it
sm_parachute_welcome 1
//sm_parachute_roundmsg "1" - 0: disables Round Message - 1: enables it
sm_parachute_roundmsg 1
//sm_parachute_model "1" - 0: dont use the model - 1: display the Model
sm_parachute_model 1
//sm_parachute_decrease "50" - 0: dont use Realistic velocity-decrease - x: sets the velocity-
decrease.
sm_parachute_decrease 50
//sm_parachute_button "1" - 1: uses button +USE for parachute usage. - 2: uses button +JUMP.
sm_parachute_button 1
//end sm_parachute settings
```

There is a selection of models on the release page

Please Feedback!

HAVE FUN!!!

Attached Thumbnails



Attached Files

 [SM Parachute 2.5 Final Full.zip](#) (452.4 KB, 48342 views)

 [Model Source \(smd and Texture\) v2.zip](#) (809.3 KB, 14911 views)