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Subject: New Aircraft Dog-fight Mod Started

Posted by [Anonymous](#) on Thu, 13 Jun 2002 23:04:00 GMT

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Zavian: If you're talking about making the ships actual buildings that you can destroy, then you would need building aggregates for the ships, to moderate the damage done. Im not too far into how you would do that, but that's my best guess. As for the propulsion system, we are trying to find a way around Renegade's physics engine, currently the best example we see is the Sedan/Recon bike (You let go of acceleration and it maintains speed for some time). We have yet to implement this into a flying vehicle though, since they use completely different model physics engines. If any one else has any other (hopefully easier) ideas on how to go about making throttle work, please contact us. Also, we alpha tested our first map tonight, and it was a blast, even though we only had the standard vehicles, we kept ourselves busy with the map for about an hour or two. I'll see if I can get Mech to get you a link to some pictures of it in the near future.

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