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Subject: Renegade: A New Hope Update

Posted by [htmlgod](#) on Wed, 28 Jul 2004 01:26:30 GMT

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Yeah, we're working hard to make these things not seem like fancy helicopters. We're definitely going to try to implement mouse steering, I heard a description of how it might be possible a ways back. We're also giving them really fast acceleration and really low values for AerodynamicDragCoefficients, meaning that after you hit forward, you accelerate hard and don't lose that speed easily.

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