Subject: Commando : Open Source
Posted by tooncy on Tue, 28 Sep 2004 21:21:13 GMT
View Forum Message <> Reply to Message

A good game that shows off the Havok 2.0 physics is painkiller. Try using the steak gun on a zombie when you're close to a wall.

Found a cool little demo. This one shows the movement of objects attached to the main object.
Press the arrow keys to move and B rapidly to simulate rabies   .
http://oldsite.havok.com/xtra/demos/demo-dog2.html