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Subject: Thinking of making a driving simulator. need instructions

Posted by [Sir Phoenixx](#) on Sun, 27 Apr 2003 23:47:53 GMT

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maytridyAre you talking about having cars that drive themselves? Like AI cars? If so, you could just have them follow waypoints, like the harvester.

I'm mostly refering to car physics. Making cars that actually behave like cars (turning, breaking, gears, sliding out of control, power sliding, etc.)

And maybe the AI. Unless it's possible to have a dozen or so way point paths that the cars can follow and have them randomly choose one path to follow, then it would suck. They'd be following the same exact path everytime.

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