C&C_Walls_Flying
Host a lan game
Get a stank
press f8
type in "E" then press enter (or "edit_Vehicle", e just auto-completes to that)
put a negative sign in front of the gravity
put a negative sign in front of the suspension height and type in "2"
press ok
tap a movement key
attack gdi's base via the flight-roof

Good ol renegade physics fun

For an easy, indefinite blue-hell creator for any vehicle, simply set the aero-drag to negative 200 then drive off.

I've always had fun with this function on sp and multiplayer bot-maps making tanks and hummers go faster.

Anyone got any good vids of the Edit_Vehicle commands in action?

EDIT: Does anyone hate my avatar?