Subject: Re: Up-side down fun
Posted by Jerad2142 on Fri, 26 Oct 2007 17:50:40 GMT

Dthdealer wrote on Fri, 26 October 2007 05:18
For an easy, indefinite blue-hell creator for any vehicle, simply set the aero-drag to negative 200 then drive off.

Incorrect, making the aerodynamic drag - causes the vehicle to slowly accelerate once it starts moving, because the drag turns into a push once it is negative. A value as high as -200 just accelerates it so fast, and continues to accelerate it faster until it speeds off the ground level of the map into the sky. Therefore you are not in blue hell, you are speeding up faster and faster away from the map usually in an upward direction, therefore not hitting the death zone. As long as you didn't hit a bump causing the vehicle to spin you could hit the "E" key and you would jump out of the vehicle. Real blue hell is usually caused by the vehicle colliding so fast with another object that the game teleports it (not sure how it does it but I think it has something to do with mass, speed and how far it think the vehicle is inside another object) units below the ground causing it to miss the death zone the game generates below the ground, therefore you are just slowly falling away from the map, if you have the view distance set high enough you will be able to see the map above you until it leaves your view range. Usually the collision will cause the vehicle to spiral and not allow you to leave the vehicle.