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Subject: Re: Up-side down fun

Posted by [R315r4z0r](#) on Sat, 27 Oct 2007 23:38:31 GMT

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Jerad Gray wrote on Fri, 26 October 2007 13:50Real 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) It doesn't teleport you, you just go so fast in one direction that the game can't react fast enough and you go beyond all physical ways of stopping the problem.

It happens when the world boxes of two vehicles enter each other and the outward force of Renegade's physics pushing the vehicles out of one another shoots you out in the opposite direction so fast that who ever is watching the scene at the moment of impact will notice the vehicles simply disappear.

When the vehicle speeding off in one direction hits a wall or an object with a collision enabled on it, Renegade isn't able to respond fast enough and therefore you fly through said object before it stops you.

Renegade's physics are faulty like that. An example of this happening commonly is when you are pressed up against an object that has the camera setting checked. If you get close enough, the force of the camera pressing on the object sometimes goes through the collision.

So going into "blue hell" is simply being bumped away at extremely high speed.

EDIT: Whoops.. sorry for the double post... I thought I hit edit, not reply :\

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