
Subject: Game handles fake wheel bones incorrectly on wheeled vehicles

Posted by [Jerad2142](#) on Sun, 11 Aug 2013 17:31:18 GMT

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Unless this is already fixed in 4.0, I have noticed that Renegade does not correctly ignore fake (F) wheel bones. It seems to work perfectly fine for driving forward; however, once you throw the vehicle in reverse it will continue to go faster and faster until it's at the max speed of the $\text{torque} \times \text{gear}[0]$ ratio without something that is accounted for normally.

I assume the bug must be in the "Sophisticated Engine Simulation" beings the bug of the vehicle going faster in reverse than it can forward seems isolated to wheeled vehicles.
