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Subject: Pod Racer Physics

Posted by [Dishman](#) on Fri, 19 Mar 2004 04:45:11 GMT

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Ok, first, fix up the pod racer's cab area, add some more machine meshes like rods and other details. Oh, and by "fix up the cab area," I mean make a seat and whatnot, then veil it in a makeshift visor thing.

A good showcase model can easily assist you in getting people to, well, do things for you...

One more thing: For your race track map I suggest three words- Loops and Jumps.

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