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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Fri, 19 Mar 2004 12:23:47 GMT

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Well of course, but you got to keep the whole thing in low poly, the speeds are crazy, i played a test map with my brother over my lan, and it kept up nicely, but that is lan. Oh and people riders are out of the question, it has to be just a dome over it. I realize the body of the pod needs work, but everything i do to it, just doesnt seem right.

Plus you dont really even see the pod:

As a matter of fact, if anyone was nice enough to make a better pod,

then contact me

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