
Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Sat, 20 Mar 2004 23:06:24 GMT

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may interest some of you, but i doubt it will matter to most of you here, because of your GMAX skills.

What it is, is lots of tiles including turns, straights, ramps, and other stuff, that shows up in race tracks. All you do is make the tile, and move it to match the one before.

I would show the tiles, but there are about 50. And they are all the exact same size....60x60 so that mathmatically they all line up, so you can actually make a loops, and the lenghts wont be off.
