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Subject: Jet Plane Physics

Posted by [Tidu](#) on Mon, 07 Jun 2004 20:31:37 GMT

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I am going to put a jet plane into my map. I got the model, then i started to set it up in commando, but there are way too many properties to put in, and i don't know what 90% of them do... Does anyone know what some important properties are for a jet plane, or maybe a list that explains some of the properties? and is VTOL the only physics type that can fly? I have runways in my map and it would make sense if the jets took off horizontally instead of vertically thanks

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