Subject: VTOL flip-kill
Posted by Veyrdite on Tue, 11 Nov 2008 07:55:57 GMT
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Seeing as VTOL aircraft can get out of a 'flipped situation', would it be possible to disable flip-kill for them, and not all vehicles server-side?

Subject: Re: VTOL flip-kill
Posted by mrÃ£Ã§Ä·z on Tue, 11 Nov 2008 16:14:38 GMT
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You can Rotate the orca after it reached a specific rotation serverside

Subject: Re: VTOL flip-kill
Posted by jnz on Tue, 11 Nov 2008 16:19:27 GMT
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madrackz wrote on Tue, 11 November 2008 16:14You can Rotate the orca after it reached a specific rotation serverside

...or you could just block the server from destroying it
I'd imagine the TT team have already cloned the specific functions anyway so it wouldn't be very difficult for them to add it. It all depends on whether it is needed to be implimented or not.

Subject: Re: VTOL flip-kill
Posted by StealthEye on Tue, 11 Nov 2008 16:58:07 GMT
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Actually, we haven't. If we will, we will probably add that though, unless someone has some reason not to.

Subject: Re: VTOL flip-kill
Posted by ErroR on Tue, 11 Nov 2008 17:00:22 GMT
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StealthEye wrote on Tue, 11 November 2008 18:58Actually, we haven't. If we will, we will probably add that though, unless someone has some reason not to.
add it    it's pretty annoying sometimes

Subject: Re: VTOL flip-kill

Posted by jnz on Tue, 11 Nov 2008 17:03:46 GMT
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It would be better for it to have a self-righting mechanism instead. Although, definitely not in the way madrocks suggested as that would be very choppy and look like crap.

---

Subject: Re: VTOL flip-kill
Posted by StealthEye on Tue, 11 Nov 2008 17:06:26 GMT
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Indeed, just disable the killing for flying vehicles.

---

Subject: Re: VTOL flip-kill
Posted by RTsa on Tue, 11 Nov 2008 18:13:32 GMT
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It is a balancing issue. And obviously the same would have to be done for the apache.

If that was done, it'd make those units more powerful as you wouldn't have to worry about them flipping. Or rather, you wouldn't need to pay attention to the fact that your orca/apache has flipped when you're repairing it and there's a ramjet firing at it, too. Basically it could mean that the orca/apache gets away more easily in situations like those - where currently they'd be destroyed.

I don't think I'd mind it being altered. (not saying fixed, as it's not neccessarily an issue)

---

Subject: Re: VTOL flip-kill
Posted by KobraOps on Tue, 11 Nov 2008 21:43:11 GMT
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Dont change it. Its ur own dumb fault if u cant land?

---

Subject: Re: VTOL flip-kill
Posted by Veyrdite on Wed, 12 Nov 2008 07:43:30 GMT
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If it is optional, there's no reason to complain.

---

Subject: Re: VTOL flip-kill
Posted by GEORGE ZIMMER on Wed, 12 Nov 2008 07:45:58 GMT
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It'd be nice for mods for sure. I'd love to see some ridiculous rolling abilities for jets in mods.

---

Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Wed, 12 Nov 2008 18:17:48 GMT
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Flipping when landing is only a small, small reason why helicopters flipped I've flipped for countless different reasons and most of the time were mid-flight.

Fix it.

---

Subject: Re: VTOL flip-kill
Posted by Canadacdn on Wed, 12 Nov 2008 18:46:04 GMT
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Cabal8616 wrote on Wed, 12 November 2008 01:45It'd be nice for mods for sure. I'd love to see some ridiculous rolling abilities for jets in mods.

The jet in RP2 used to be able to barrel roll, but the flip kill thing caused it to explode randomly.

---

Subject: Re: VTOL flip-kill
Posted by CarrierII on Wed, 12 Nov 2008 19:23:17 GMT
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Random explosions are a good reason to use the  smiley.

My orca/apache has flipped due to lag or the crappy physics before now, I don't like losing $900 investments to the engine or a shaky connection, fix it.

---

Subject: Re: VTOL flip-kill
Posted by KobraOps on Wed, 12 Nov 2008 22:30:27 GMT
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You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"

---

Subject: Re: VTOL flip-kill
Posted by sadukar09 on Thu, 13 Nov 2008 01:45:13 GMT
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KobraOps wrote on Wed, 12 November 2008 16:30You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"
You obviously haven't played much Renegade.

---

Subject: Re: VTOL flip-kill
Posted by _SSnipe_ on Thu, 13 Nov 2008 01:50:25 GMT
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If you make them no longer explode, wont you be able to fly them upside down?

---

Subject: Re: VTOL flip-kill
Posted by Craziac on Thu, 13 Nov 2008 01:51:20 GMT
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Can't say that I've ever had an Orca or Apache blow up on me more than once or twice...

---

Subject: Re: VTOL flip-kill
Posted by KobraOps on Thu, 13 Nov 2008 02:12:14 GMT
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sadukar09 wrote on Wed, 12 November 2008 19:45KobraOps wrote on Wed, 12 November 2008 16:30You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"
You obviously can use a vehicle.

---

Subject: Re: VTOL flip-kill
Posted by Canadacdn on Thu, 13 Nov 2008 02:39:03 GMT
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SSnipe wrote on Wed, 12 November 2008 19:50If you make them no longer explode, wont you be able to fly them upside down?

No, because VTOLs automatically rotate themselves when they flip upside down too much.

---

Subject: Re: VTOL flip-kill
Posted by CarrierII on Thu, 13 Nov 2008 07:42:27 GMT
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But they don't do that if you're not in them and the slightest bit of lag can cause them to flip whilst

you're trying to repair them...

---

## Subject: Re: VTOL flip-kill
Posted by nopol10 on Thu, 13 Nov 2008 08:28:06 GMT
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Speaking of this... APB has fixed-wing aircraft that can roll and do the stuff a real fixed-wing aircraft can do, so I suppose that has something to do with the flip-kill thing.

---

## Subject: Re: VTOL flip-kill
Posted by sadukar09 on Thu, 13 Nov 2008 11:49:28 GMT
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KobraOps wrote on Wed, 12 November 2008 20:12sadukar09 wrote on Wed, 12 November 2008 19:45KobraOps wrote on Wed, 12 November 2008 16:30You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"
You obviously can use a vehicle.

Ty for compliment.

---

## Subject: Re: VTOL flip-kill
Posted by Goztow on Thu, 13 Nov 2008 13:28:51 GMT
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sadukar09 wrote on Thu, 13 November 2008 02:45KobraOps wrote on Wed, 12 November 2008 16:30You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"
You obviously haven't played much Renegade.
Not that hard to see why: you're American and most servers are based in the USA. Carrier and others here are from Europe and have more lag issues on US based servers.

---

## Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Thu, 13 Nov 2008 17:18:41 GMT
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Goztow wrote on Thu, 13 November 2008 08:28Not that hard to see why: you're American and most servers are based in the USA. Carrier and others here are from Europe and have more lag issues on US based servers.
Negative.
R315r4z0r wrote on Wed, 12 November 2008 13:17Flipping when landing is only a small, small reason why helicopters flipped I've flipped for countless different reasons and most of the time

---

were mid-flight.

Fix it.

I live in the US too.

---

## Subject: Re: VTOL flip-kill
Posted by CarrierII on Thu, 13 Nov 2008 17:34:39 GMT
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It can explain why some people can play 50 player servers with < 100 ping and no real tendancy to lag though...

I play with > 200 ping most of the time, which is the cause of a lot of VTOL flips.

---

## Subject: Re: VTOL flip-kill
Posted by Genesis2001 on Thu, 13 Nov 2008 19:58:45 GMT
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RTsa wrote on Tue, 11 November 2008 11:13It is a balancing issue. And obviously the same would have to be done for the apache.

If that was done, it'd make those units more powerful as you wouldn't have to worry about them flipping. Or rather, you wouldn't need to pay attention to the fact that your orca/apache has flipped when you're repairing it and there's a ramjet firing at it, too. Basically it could mean that the orca/apache gets away more easily in situations like those - where currently they'd be destroyed.

I don't think I'd mind it being altered. (not saying fixed, as it's not neccessarily an issue)

You make absolutely no sense...VOTL-craft (aka Vertical Take-Off Landing-Craft) includes the apache...

Also, how would it make the Apache and Orca more powerful?

---

## Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Thu, 13 Nov 2008 21:14:23 GMT
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CarrierII wrote on Thu, 13 November 2008 12:34It can explain why some people can play 50 player servers with < 100 ping and no real tendancy to lag though...

I play with > 200 ping most of the time, which is the cause of a lot of VTOL flips.

---

It isn't lag that causes the flips most of the time, but lag that covers up the flips.

Like your vehicle would flip for X reason, but due to lag, you wouldn't notice until you exploded.

---

Subject: Re: VTOL flip-kill
Posted by _SSnipe_ on Thu, 13 Nov 2008 21:22:49 GMT
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SSnipe wrote on Wed, 12 November 2008 17:50If you make them no longer explode, wont you be able to fly them upside down?

---

Subject: Re: VTOL flip-kill
Posted by nope.avi on Thu, 13 Nov 2008 21:58:59 GMT
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No cause they'd just disable whatever it is that makes the orca flip in the first place.

---

Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Fri, 14 Nov 2008 05:55:13 GMT
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Rolling Orcas would be pretty cool, though. :V

---

Subject: Re: VTOL flip-kill
Posted by GEORGE ZIMMER on Fri, 14 Nov 2008 07:30:06 GMT
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Damn straight. I've always wanted better aircraft physics in Renegade. The fact that you couldn't roll atall made it pretty lame to fly aircraft.

---

Subject: Re: VTOL flip-kill
Posted by EvilWhiteDragon on Fri, 14 Nov 2008 12:08:16 GMT
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A helicopter or orca VTOL is not able to fly upside down. It's simply impossible due to the nature of the aircraft. It uses engines to push it self upwards. Guess what happens when you turn the whole aircraft upside-down? The engines would push the vehicle towards the ground, at very high speed.

Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Fri, 14 Nov 2008 14:34:42 GMT
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That doesn't make the aircraft "impossible" to roll, it would make it stupid to roll.

---

Subject: Re: VTOL flip-kill
Posted by Jamie or NuneGa on Fri, 14 Nov 2008 17:41:57 GMT
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Goztow wrote on Thu, 13 November 2008 13:28sadukar09 wrote on Thu, 13 November 2008 02:45KobraOps wrote on Wed, 12 November 2008 16:30You guys must be bad drivers ive never had my orca/apache explode because it "flipped in mid air"
You obviously haven't played much Renegade.
Not that hard to see why: you're American and most servers are based in the USA. Carrier and others here are from Europe and have more lag issues on US based servers.


I'm uk, can't remeber the last time I flipped a flya.

Nubbiest thing I have done is get out to high on city and watch orca land next to bridge rather than on it.

---

Subject: Re: VTOL flip-kill
Posted by EvilWhiteDragon on Sat, 15 Nov 2008 09:32:32 GMT
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R315r4z0r wrote on Fri, 14 November 2008 15:34That doesn't make the aircraft "impossible" to roll, it would make it stupid to roll.
True, but it would also mean that it would indeed die when upside down....

---

Subject: Re: VTOL flip-kill
Posted by KobraOps on Sat, 15 Nov 2008 15:38:31 GMT
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So if you got out of an orca quickly and it were to flip over it wouldnt die? It would either self-right it self or stay upside down?

---

Subject: Re: VTOL flip-kill
Posted by RTsa on Sun, 16 Nov 2008 19:08:42 GMT

Zack wrote on Thu, 13 November 2008 21:58RTsa wrote on Tue, 11 November 2008 11:13It is a balancing issue. And obviously the same would have to be done for the apache.

If that was done, it'd make those units more powerful as you wouldn't have to worry about them flipping. Or rather, you wouldn't need to pay attention to the fact that your orca/apache has flipped when you're repairing it and there's a ramjet firing at it, too. Basically it could mean that the orca/apache gets away more easily in situations like those - where currently they'd be destroyed.

I don't think I'd mind it being altered. (not saying fixed, as it's not neccessarily an issue)


You make absolutely no sense...VOTL-craft (aka Vertical Take-Off Landing-Craft) includes the apache...

Also, how would it make the Apache and Orca more powerful?
People were talking about orcas at the beginning of the thread. You're right on the VTOL part though, I guess. Though it's not VOTL.

Anyway, if you don't get how it'll make the units slightly more powerful, you just read my post again.

Absolutely no sense is a bit of an overstatement though, don't you think?

---

Subject: Re: VTOL flip-kill
Posted by R315r4z0r on Sun, 16 Nov 2008 19:24:52 GMT

This might be TS, but it's still an orca:
http://www.youtube.com/watch?v=3ACzqvLH9J0

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Subject: Re: VTOL flip-kill
Posted by Genesis2001 on Mon, 17 Nov 2008 04:05:03 GMT

R315r4z0r wrote on Sun, 16 November 2008 12:24This might be TS, but it's still an orca:
http://www.youtube.com/watch?v=3ACzqvLH9J0


holy f*ck! that's cool!

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