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Subject: Proper aircraft physics (might be possible)  
Posted by [OrcaPilot26](#) on Fri, 05 Sep 2003 20:42:55 GMT  
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I've been thinking about this, and I might've found a way to do it. The first major problem with aircraft, is that they don't get damaged when they hit something. You could have a bunch of script zones that will destroy the aircraft when entered. To keep the aircraft from flying backwards, you make it have no horizontal or vertical acceleration, instead, an invisible weapon that fires backward will create a recoil that pushes the aircraft forward. this also means that the aircraft will go where it's pointing, if it tilts or rolls, that will affect where it's going. To land the aircraft, there needs to be no script zone on the airstrip, that will allow you to fly onto the airstrip, and exit the vehicle

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Subject: Proper aircraft physics (might be possible)  
Posted by [maytridy](#) on Fri, 05 Sep 2003 20:49:02 GMT  
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May work, why don't you try it?

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Subject: Proper aircraft physics (might be possible)  
Posted by [General Havoc](#) on Fri, 05 Sep 2003 20:51:12 GMT  
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Thats a lot of scriptzones. You also need a preset specif damage script you can attach to the zone.

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