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Subject: Detemining speed  
Posted by [Deactivated](#) on Sat, 13 Mar 2004 15:15:56 GMT  
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Is there any efficient way of determining max speed for Renegade vehicles?

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Subject: Detemining speed  
Posted by [GonerX](#) on Sat, 13 Mar 2004 15:55:41 GMT  
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Hmm besides the thought of cheat codes...  
There may be a way in the map editor in which there should be, but it most likely will require some sort of coding.

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Subject: Detemining speed  
Posted by [Blazea58](#) on Sun, 14 Mar 2004 14:54:40 GMT  
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i really dont think there is any limit in renegade. If there is its around 700kmph id say, but im not sure, cause ive made some vehicles go really fast, and it never seems to stop gaining speed.

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Subject: Detemining speed  
Posted by [laeubi](#) on Sun, 14 Mar 2004 18:13:33 GMT  
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Make a 100meter Plane in Gmax.. drive from one end to the other --- and calculate your speed

Well in fact the Speed is influenced by the Machine output, the Aerodynamic drag coefficient and the GearsGraph line.

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Subject: Detemining speed  
Posted by [Deactivated](#) on Sun, 14 Mar 2004 19:16:36 GMT  
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Too bad WW didn't leave the feature which outputted the current speed in to screen as MPH.

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