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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 21:08:22 GMT  
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took the images off for people on a 56k

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Subject: Pod Racer Physics  
Posted by [Dante](#) on Mon, 15 Mar 2004 21:55:50 GMT  
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rotor angle

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Mon, 15 Mar 2004 22:35:03 GMT  
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awsome, it works great now

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Subject: Pod Racer Physics  
Posted by [Majiin Vegeta](#) on Mon, 15 Mar 2004 23:40:46 GMT  
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dont really really fast things really really lag in renegade....

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Tue, 16 Mar 2004 01:13:23 GMT  
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maybe online, i havent really tried it, and by fast i mean a 500x500 plane ine about 6 seconds.

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Subject: Pod Racer Physics  
Posted by [Cpo64](#) on Tue, 16 Mar 2004 01:49:36 GMT  
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Shorten your sig please :-/

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Tue, 16 Mar 2004 02:06:22 GMT

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thats all you get, but anyway, is there a way to make it fall after it goes in the air? when you go up a hill, you continue to fly after you reach the peak, it should fall. Any ideas?

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Subject: Pod Racer Physics  
Posted by [Cpo64](#) on Tue, 16 Mar 2004 02:09:08 GMT  
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Thats much better thankyou

Only way I know of is to make it a ground vehicle.. :-/

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Subject: Pod Racer Physics  
Posted by [IRON FART](#) on Tue, 16 Mar 2004 02:17:17 GMT  
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Make it a ground vehicle, but make it hover off the ground.

I know those things are meant to be fast, but 500x500 in 6 seconds is way too fast.

It will be practically uncontrollable and hard to shoot or whatever from in MP.  
You could penetrate any base without being hit once.

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Subject: Pod Racer Physics  
Posted by [Cpo64](#) on Tue, 16 Mar 2004 02:26:30 GMT  
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If you could get there without running into a wall

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Tue, 16 Mar 2004 20:32:13 GMT  
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oh its not meant to be shooting, its just for racing. and it controls quite well, i dont know if it really goes that fast, but it does hawl.

Oh and when i make it a vechicle physics, the pod racer wont move.

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Subject: Pod Racer Physics

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Posted by [Oblivion165](#) on Tue, 16 Mar 2004 21:00:25 GMT

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here is a capture of it, fraps makes it go faster than it actually is, its at nearly 2x the actual speed.

<http://www.dr-oblivion.com/ren.avi>

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Subject: Pod Racer Physics

Posted by [Cpo64](#) on Tue, 16 Mar 2004 23:18:07 GMT

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if it don't move, it means you set it up wrong

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Tue, 16 Mar 2004 23:25:40 GMT

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well i dont know much about vechicle modeling, all i do is temp whats there and change the model

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Wed, 17 Mar 2004 02:03:32 GMT

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i guess i need to bone it

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Subject: Pod Racer Physics

Posted by [NeoX](#) on Wed, 17 Mar 2004 02:05:55 GMT

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you da bomb oblivion!

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Subject: Pod Racer Physics

Posted by [htmlgod](#) on Wed, 17 Mar 2004 02:37:14 GMT

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You'll have to bone it, probably best done as a tracked vehicle. There is a tutorial at renhelp.co.uk. If you can't figure it out, I'll bone your final model when its ready, but I learned from that tutorial alone, so you should be able to also. A good aerodynamic drag coefficient for something like that is probably 25-35. I'd also give it pretty good acceleration, and I'd also play with the spring constant some. I don't have a whole lot of experience with that particular preset (spring constant),

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but I'd guess that you can make it (assuming you already give it a pretty low mass) so that it will fly up off hills, and come back down after a few bounces. If you want more help with level edit or boning stuff, just holler.

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Subject: Pod Racer Physics  
Posted by [Cpo64](#) on Wed, 17 Mar 2004 02:57:29 GMT  
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yesim, if you play around with it, you should be able to get your desired effect.

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Subject: Pod Racer Physics  
Posted by [htmlgod](#) on Wed, 17 Mar 2004 03:53:21 GMT  
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yesim.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Wed, 17 Mar 2004 03:55:51 GMT  
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Thanks guys, at the moment renhelp is down, laeubi is changing some stuff, and if anyone that would like to bone or edit this model here is the files. I really suck at this modeling stuff, im still new. Any help would be great.

<http://www.dr-oblivion.com/Pod.exe>

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Subject: Pod Racer Physics  
Posted by [htmlgod](#) on Wed, 17 Mar 2004 03:56:38 GMT  
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Lol you made an installer for it.

<http://renhelp.co.uk/?tut=15> Is the vehicle boning tutorial. The concept is a little tricky, and I had to practice boning things for a while before I got to where I could really do it on the first try without botching stuff up. I imagine you'll be the same. That particular tutorial is mediocre at best, so just let me know if you don't understand any of it.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Wed, 17 Mar 2004 12:36:47 GMT  
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Oh well the installer is just a one click thing, WinRAR made it, so people who dont have the newest WinRAR can un.....RAR it.

But thanks, i was trying to get to that tutorial last night, but like i said, the site was down. Ill work on it when i get home at noon.

Thanks

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Wed, 17 Mar 2004 22:55:23 GMT  
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the pod is coming along nicely. E! has helped me out a bunch

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Subject: Pod Racer Physics  
Posted by [IRON FART](#) on Wed, 17 Mar 2004 23:50:01 GMT  
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To get the physics just right, plop it in a test map, get in it, press F8 type "e" and press enter.

You can modify the physics temporarily. Use that to get the physics just right. It will save time.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Thu, 18 Mar 2004 01:35:24 GMT  
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ok thats a good trick.

ok lets talk script zones, i was looking at the single player levels. and they dont use this system, but is there a way that whatever team reaches a script zone, or object first, that team wins?

i thought that each pod could represent the flag on capture the flag, and when they would cross the finish line it would see that the flag was captured.

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Subject: Pod Racer Physics  
Posted by [htmlgod](#) on Thu, 18 Mar 2004 02:23:19 GMT  
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I'm sure that's possible. Mention it to jonathan wilson. It would be a pretty simple script to write.

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Thu, 18 Mar 2004 02:50:05 GMT

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how do i get in touch with him?

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Subject: Pod Racer Physics

Posted by [Titan1x77](#) on Thu, 18 Mar 2004 04:59:46 GMT

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oblivion165ok thats a good trick.

ok lets talk script zones, i was looking at the single player levels. and they dont use this system, but is there a way that whatever team reaches a script zone, or object first, that team wins?

i thought that each pod could represent the flag on capture the flag, and when they would cross the finish line it would see that the flag was captured.

ok theres a script that destroys a building when you enter a zone...you can make whatever # of zones you want....lets say 3 for example...you set 6 zones up 3 for GDI 3 for Nod....when the zone is entered it kills a PP controller,next zone entered kills a second PP controller,third and final zone is entered it kills a 3rd PP controller....then the 1st team to enter its 3 zones wins....once again you can set up say...50 PP controllers and 50 zones if you wanted.

You can even change the PP controller to say "Checkpoint 1 has been passed" and even a sound or voice message for each one if you know how to edit the Strings.tdb

I think its JFW\_Destroy\_object\_enter

I'll get back to you on the exact name of the script.

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Thu, 18 Mar 2004 17:27:25 GMT

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My brothers a Scripter, he is going to make me a custom one, with check points and such,

It should turn out good.

\*\*\*\*\*

Mainly, i am wondering about spawners, when you die you should spawn in that spot, or maybe at the last check point.

This is a complex question i guess, who has the knowledge?

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Thu, 18 Mar 2004 22:47:34 GMT  
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any way to make a vechicle flip back over is it is upside down?

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Subject: Pod Racer Physics  
Posted by [Skier222](#) on Thu, 18 Mar 2004 23:18:43 GMT  
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make the top of the world box rounded, so when it flips it just rolls back.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Fri, 19 Mar 2004 04:00:46 GMT  
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E! told me you couldnt manipulate the world box. it that incorrect?

\*\*\*\*\*

the mod is coming out better than i ever thought.

Im not the best artist.....but:

Which from this point i really would like a person who could make a good map, in a loop format.  
(comes back to the first point, just liek a race track)

Ive tried making one.....but lets not discuss it.

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Subject: Pod Racer Physics  
Posted by [Dishman](#) on Fri, 19 Mar 2004 04:45:11 GMT  
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Ok, first, fix up the pod racer's cab area, add some more machine meshes like rods and other details. Oh, and by "fix up the cab area," I mean make a seat and whatnot, then veil it in a makeshift visor thing.

A good showcase model can easily assist you in getting people to, well, do things for you...

One more thing: For your race track map I suggest three words- Loops and Jumps.

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Fri, 19 Mar 2004 12:23:47 GMT

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Well of course, but you got to keep the whole thing in low poly, the speeds are crazy, i played a test map with my brother over my lan, and it kept up nicely, but that is lan. Oh and people riders are out of the question, it has to be just a dome over it. I realize the body of the pod needs work, but everything i do to it, just doesnt seem right.

Plus you dont really even see the pod:

As a matter of fact, if anyone was nice enough to make a better pod,

then contact me

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Subject: Pod Racer Physics

Posted by [Ceht](#) on Fri, 19 Mar 2004 19:57:06 GMT

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sounds good Oblivion it looks like it can become a pretty fun mod when it gets out

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Subject: Pod Racer Physics

Posted by [Oblivion165](#) on Fri, 19 Mar 2004 23:41:12 GMT

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sorry guys this is the best pod i could make.

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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 mathmaticly they all line up, so you can actually make a loops, and the lenghts wont be off.

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Subject: Pod Racer Physics  
Posted by [IRON FART](#) on Sun, 21 Mar 2004 00:14:09 GMT  
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The pod's shape is good, but the texturing really sucks.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Sun, 21 Mar 2004 00:31:04 GMT  
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I agree, but this is what i have to skin:

The other side of the pod is a duplicate of the other....well side.

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Subject: Pod Racer Physics  
Posted by [Oblivion165](#) on Sun, 21 Mar 2004 20:09:00 GMT  
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Check out that pod by E!, this picture doesnt do it justice.

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