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Subject: New Aircraft Dog-fight Mod Started

Posted by [Anonymous](#) on Thu, 13 Jun 2002 17:10:00 GMT

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I just have a little question, I noticed that the Renegade engine operates so that all vehicles run on a stop or go basis, making it so that if you balance the brake with the gas then you come to a complete stop and that makes perfect sense, but you incorporating Jets that dont hover or operate like Helicopters (other than the Harrier), how are you gonna deal with that, if you stop your Tomcat for example, you will stall and fall to your death and will you adjust it so that if I flew stright into a wall or landed at fast speeds, my jet would explode? I know this sounds like hard work, but Im just wondering, thats all

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