
Subject: Re: Renegade: A New Hope Update
Posted by [Jecht](#) on Mon, 19 Sep 2005 11:54:20 GMT
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Oblivion165 wrote on Mon, 19 September 2005 05:19I would use astroids for bases, fields of big/small. Animated but stationary.

Only thing i would like to change is to have the "Forward" key be locked down while in a craft. I think it would be easier, for me anyway.

that would also make it more real. What kind of spacecraft can fly forward, stop on a dime and go backward. If the movement is like a helicopter, it will look goofy.
