
Subject: Re: Renegade: A New Hope Update
Posted by [Oblivion165](#) on Mon, 19 Sep 2005 16:06:03 GMT
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gbull wrote on Mon, 19 September 2005 07:54Oblivion165 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.

Yes i agree, i however do not know if its possible. If it is, the likeliness that my SP stuff will happen.

Calling JonWil, YO JonWil? Where you at?
