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Subject: Thinking of making a driving simulator. need instructions

Posted by [Sir Phoenixx](#) on Sun, 27 Apr 2003 18:44:59 GMT

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Doing some cars in gmax wouldn't be a problem (that's if you can get some modelers that can actually model), it's getting them to behave like real cars using Renegade that is the problem. Maybe you could find a free open source race game engine somewhere on the internet...

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