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Subject: Re: Question about gravity scale...

Posted by [Mad Ivan](#) on Fri, 16 Mar 2007 14:09:33 GMT

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Jerad Gray wrote on Thu, 15 March 2007 19:14 Does Renegade multiply gravity scale by 9.8 or 4.5 if neither is Gravity scale the gravitational force by itself?

AFAIK, Renegade does not use a \*unified\* gravity equation. Every unit has it's own gravity value and that value defines the behavior of the unit in the game. If i can recall correctly - that's how we made jumpjet infantry in the past - give the soldier a huge (or was it low? ) value and when jumping, the soldier will stay in mid-air for some time.

I don't remember what the gravity scale was in leveledit, but i think you should follow OWA's advice here

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