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Subject: Re: C&C\_StuntMania Beta 1

Posted by [Jerad2142](#) on Tue, 20 Mar 2007 16:54:20 GMT

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jamiejrg wrote on Fri, 16 March 2007 22:03

8 ) Add role bars to the buggies so they don't flip so much. I can help you with that.

Actually the only things that will affect the flip ability of the buggy is the Distance of the WorldBox for the origin, and the size of the WorldBox.

IE:

If you always wanted a vehicle to flip itself back over you would raise the WorldBox until the bottom of it is above the origin (origin is the 0X 0Y 0Z point in RenX, also keep the vehicle inside the worldbox or else it looks really stupid). It will try to flip itself back over because the origin is the point at which the vehicle rotates on the X and Y axis, Gravity will cause the vehicle to fall and it will continue rotating until it can't anymore (which is when the vehicle is above the origin).

If you make the WorldBox really shot, it will be more difficult to tip on its side (for obvious reasons).

As for the Skid sound traction is an easy way to keep a vehicle from sliding (do not put traction over 4.0, you lose control if it is above 4.0).

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