Subject: Re: Game handles fake wheel bones incorrectly on wheeled vehicles
Posted by Jerad2142 on Mon, 12 Aug 2013 00:41:58 GMT
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saberhawk wrote on Sun, 11 August 2013 12:25Negative. Fake wheels (even in stock code) immediately return from WheelClass::Compute_Force_And_Torque. It's the only thing that can influence the vehicle speed.
Well I just remade the test again, one model has 2 addition fake bones and the other doesn't. The one that does reaches 175mph in reverse before I run out of road, the other maxes out at 50mph before 1/10th of the road is traveled and never exceeds that.

Sure they don't count all the wheels outside that method or something, because it does make a difference if you add fake bones to the wheeled vehicle (Here's a test to make it fun! ).

(Files need to be named civtrkRapter.w3d to be used).

I suggest you do the fake wheels one first that way you can rage quit when the one with no fake wheels you only makes it to the third rock in 3 minutes.

File Attachments
1) FakeWheels.W3D, downloaded 192 times
2) NoFake.W3D, downloaded 193 times
3) C&C_Reverse_Test.mix, downloaded 196 times