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Subject: Jet Plane Physics

Posted by [OrcaPilot26](#) on Tue, 08 Jun 2004 20:53:47 GMT

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Actually, It just might be possible, if you use the wheeled vehicle physics, and put an invisible turret/barrel, and give the weapon a recoil. The barrel bone is linked to the visible mesh so when you move the barrel, it causes the vehicle to apparently pitch up and down. the turret is at a 90 degree angle, so when you move the mouse left or right the "aircraft" rolls.

Now the recoil will cause the vehicle to move in the opposite direction that the barrel is pointing, so you get "thrust", and you can increase the gravity (it's a wheeled vehicle) to keep it from floating when it loses airspeed. The potential drawback to this is that the vehicle can only have one weapon, that fires in a forward direction (but it'd be easy to aim because you control with the mouse.

That's confusing...

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