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Subject: Jet Plane Physics

Posted by [Tidu](#) on Mon, 07 Jun 2004 20:31:37 GMT

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I am going to put a jet plane into my map. I got the model, then i started to set it up in commando, but there are way too many properties to put in, and i don't know what 90% of them do... Does anyone know what some important properties are for a jet plane, or maybe a list that explains some of the properties? and is VTOL the only physics type that can fly? I have runways in my map and it would make sense if the jets took off horizontally instead of vertically thanks

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Subject: Jet Plane Physics

Posted by [Spice](#) on Mon, 07 Jun 2004 20:52:32 GMT

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you can look at the properties from orcapilot26's airbase map for his harrier. Those were great properties.

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Subject: Jet Plane Physics

Posted by [Tidu](#) on Mon, 07 Jun 2004 23:38:20 GMT

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Good idea! But how would I go about opening airbase in commando?

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Subject: Jet Plane Physics

Posted by [Blazer](#) on Mon, 07 Jun 2004 23:57:19 GMT

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I believe VTOL is the only flight physics available in Renegade for a player-controlled vehicle.

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Subject: Jet Plane Physics

Posted by [Spice](#) on Tue, 08 Jun 2004 00:52:18 GMT

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yes VTOL is the only physic possible but it can be modified to control like a jet. Its works excellent with harriers

To get airbase use XXC mixer and extract the materials from the .mix file of the map.

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Subject: Jet Plane Physics

Posted by [Tidu](#) on Tue, 08 Jun 2004 01:13:57 GMT

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Thanks I got the properties

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Subject: Jet Plane Physics

Posted by [SuperFlyingEngi](#) on Tue, 08 Jun 2004 01:19:26 GMT

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Be sure to credit orcapilot, though; I'm sure he took a while to make those properties just the way they are...

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Subject: Jet Plane Physics

Posted by [Deactivated](#) on Tue, 08 Jun 2004 08:29:10 GMT

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If it was possible to make it so that the plane is just first a WheeledVehicle and when you reach certain speed in certain time, it would change physicstype to VTOLvehicle.. when its loses enough altitude/speed, it would change back to WheeledVehicle.

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Subject: Jet Plane Physics

Posted by [jd422032101](#) on Tue, 08 Jun 2004 09:59:35 GMT

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gusse it would take some scripting

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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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Subject: Jet Plane Physics

Posted by [icedog90](#) on Tue, 08 Jun 2004 22:27:03 GMT

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Hey, you've got yourself a great idea, OrcaPilot, and I also understand what you mean. You should try it out...

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Subject: Jet Plane Physics

Posted by [U927](#) on Wed, 09 Jun 2004 01:49:59 GMT

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/me wonders if Silent Kane's flying scripts can be used to make plane flight more realistic.

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