
Subject: Question about gravity scale...

Posted by [Jerad2142](#) on Thu, 15 Mar 2007 17:14:46 GMT

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Does Renegade multiply gravity scale by 9.8 or 4.5 if neither is Gravity scale the gravitational force by itself?

Subject: Re: Question about gravity scale...

Posted by [OWA](#) on Fri, 16 Mar 2007 12:23:43 GMT

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1 = low gravity

5 = high gravity

2.5 is about average.

I don't know anything about multipliers though. I try to make it simple.

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

Subject: Re: Question about gravity scale...

Posted by [Jerad2142](#) on Fri, 16 Mar 2007 14:12:29 GMT

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Mad Ivan wrote on Fri, 16 March 2007 08:09 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.

It was low.

Dang that makes it more difficult for Artillery projectile calculations.

Subject: Re: Question about gravity scale...
Posted by [jnz](#) on Fri, 16 Mar 2007 15:30:37 GMT
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Mad Ivan wrote on Fri, 16 March 2007 14:09If 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.

or just use Toggle_Fly_Mode() engine call.

Subject: Re: Question about gravity scale...
Posted by [Mad Ivan](#) on Fri, 16 Mar 2007 17:49:01 GMT
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Jerad Gray wrote on Fri, 16 March 2007 16:12Mad Ivan wrote on Fri, 16 March 2007 08:09If 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.

It was low.
Dang that makes it more difficult for Artillery projectile calculations.

Subject: Re: Question about gravity scale...
Posted by [Jerad2142](#) on Fri, 16 Mar 2007 18:33:15 GMT
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gamemodding wrote on Fri, 16 March 2007 09:30Mad Ivan wrote on Fri, 16 March 2007 14:09If 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.

or just use Toggle_Fly_Mode() engine call.

I am talking about projectiles.

Subject: Re: Question about gravity scale...
Posted by [Crow3333](#) on Sat, 17 Mar 2007 12:21:15 GMT

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Every projectile has its own gravity too. You can set it in leveledit. Like the settings of characters. I think its possible in some way what you want.

Subject: Re: Question about gravity scale...
Posted by [Jerad2142](#) on Sat, 17 Mar 2007 15:31:46 GMT
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But thats not what I'm asking, I'm asking what the scale is multiplied by.

Subject: Re: Question about gravity scale...
Posted by [OWA](#) on Sun, 18 Mar 2007 00:59:29 GMT
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Jerad Gray wrote on Sat, 17 March 2007 15:31But thats not what I'm asking, I'm asking what the scale is multiplied by.

There is no written scale as such, just test it until you find the right value.

Subject: Re: Question about gravity scale...
Posted by [Jerad2142](#) on Sun, 18 Mar 2007 15:34:36 GMT
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Yay, physics time.
