Subject: W3D 'elasticity'
Posted by Veyrdite on Sun, 31 Aug 2008 02:59:36 GMT
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Is elasticity actually supported? I've tried setting different objects with different values but they all behave the same (attached video). Video requires Xvid codec.

File Attachments
1) elasticity.avi, downloaded 185 times

Subject: Re: W3D 'elasticity'
Posted by BlueThen on Sun, 31 Aug 2008 03:10:10 GMT
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No idea, maybe it was a feature Westwood started, but never finished (much like other things)

Subject: Re: W3D 'elasticity'
Posted by R315r4z0r on Sun, 31 Aug 2008 06:02:00 GMT
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Have you ever looked at the shocks on vehicles such as the humm-vee? They bounce up and down stretching their length in and out.

Subject: Re: W3D 'elasticity'
Posted by Veyrdite on Sun, 31 Aug 2008 07:32:09 GMT
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That's related to other variables you can set (Srpingconstant and Dampingconstant)

Subject: Re: W3D 'elasticity'
Posted by Slave on Sun, 31 Aug 2008 16:36:32 GMT
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I thought it had something to do with the bounciness of bullets (grenadelauncher), and empty shells comming out of certain guns (pistol).