
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 104 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 (Springconstant 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).
