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Subject: Max speed in humvees and buggys  
Posted by [Titan1x77](#) on Fri, 21 Mar 2003 11:20:57 GMT  
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how can i set the max speed in the humvee and buggys

I kick up the engine torque and it seems to go a lil bit faster

What about the gear ratios?

what other settings should i set higher or lower??

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Subject: Max speed in humvees and buggys  
Posted by [laeubi](#) on Fri, 21 Mar 2003 12:24:21 GMT  
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decrease the Aerodynamicdrag coefficient.

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Subject: Max speed in humvees and buggys  
Posted by [Cpo64](#) on Fri, 21 Mar 2003 17:30:15 GMT  
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If you want to go faster, but not spin out, lower the wheel turn thini, I can't remember its exact name right now. I think you can get it up to 10X its normal torque, if the wheel angle (thini) is only 1-5. Then you go really fast with out losing control.

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Subject: Max speed in humvees and buggys  
Posted by [fragger56](#) on Sat, 22 Mar 2003 05:02:33 GMT  
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to do that you have to increase the engine torque (duh),  
you have to increase the no of gears in a wheeled veh (no gears on tracked vehicules) and fiddle with the gear ratios  
you have to lower the aerodynamic drag to a really low number i.e. 0.1  
and if you dont reduce the wheel angle itll spin out really easily  
and so that it handles good you have to play around with the weight and suspension spring settings  
so just fiddle with the vehicule settings in a 1 player lan game till you get it right.

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Subject: Max speed in humvees and buggys  
Posted by [Cpo64](#) on Sat, 22 Mar 2003 05:17:55 GMT  
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one time i went from a mass of 10,000 to 0, the game crashed as the vehicle flue into the sky.

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Subject: Max speed in humvees and buggys

Posted by [RaWKeR15](#) on Sat, 22 Mar 2003 10:01:20 GMT

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If you put the Aerodynamic to a negative (i.e. -1000) your car will go extremely fast BUT it wont stop and it'll probably fly through the wall. Once i put it at -1000000 and the car jetted off then started spinning like crazy! You should try it!

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