Subject: Temp Vechicle Speed up
Posted by **Oblivion165** on Sun, 21 Mar 2004 00:33:40 GMT
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Is there a way? i need to speed up my pods for a powerup or something. the pods go the exact same speed, and me and my brother cant pass each other when we play

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Subject: Temp Vechicle Speed up
Posted by **Oblivion165** on Sun, 21 Mar 2004 20:12:52 GMT
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Is there YES NO? if it just turns down the vech. areodynamicdrag, that would do.....come on any ideas?

Subject: Temp Vechicle Speed up
Posted by **htmlgod** on Sun, 21 Mar 2004 20:29:44 GMT
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Well.... No, its not really possible. You can't really have dynamic physics for a vehicle. As always, though, I try to give every possible option. So here would be my suggestion, if you absolutely want to do it. Hmmmm. It would require more scripts. First of all you would have to use the propulsion method that I suggested earlier for the pods - a script that utilizes a "bot" at the engine locations for your vehicle, which fires high-recoil projectiles when the vehicle is manned, so that it has a more defined speed. For speed powerups you would have to use yet another script, that would, when triggered (by a scriptzone aroudn the powerup) change the weapon of the engine bot to an even higher recoil projectile, so that the vehicle would travel faster.... Of course all this is very theoretical, I haven't even gotten the chance to speak to jonathan about the original concept of jet propulsion via weapon recoil.

Subject: Temp Vechicle Speed up
Posted by **htmlgod** on Sun, 21 Mar 2004 20:30:43 GMT
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Also, I'm not really sure how you would set it up to lose the speed after a certain time. I know that timers can be used, but I'm just not familiar enough with the capability of scripts to make any promises.

Subject: Temp Vechicle Speed up
Posted by **Cpo64** on Sun, 21 Mar 2004 21:21:20 GMT
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well, on a strait away, of course your going to go the same speed, its when you turn that you lose speed, who ever takes the turns the best, gets ahead.

Subject: Temp Vechicle Speed up
Posted by gendres on Sun, 21 Mar 2004 21:25:20 GMT
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You could give it a "weapon" with a big recoil and point the muzzle to the back of the pod. Like some sort of boost

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Subject: Temp Vechicle Speed up
Posted by IRON FART on Sun, 21 Mar 2004 21:57:34 GMT
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This game really isn't made for racing pods.

If you want to do that, go find that star wars pod racing game.

Subject: Temp Vechicle Speed up
Posted by Oblivion165 on Sun, 21 Mar 2004 22:18:38 GMT
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i have that game, but i want to make my own tracks, i like gendres's idea, ill try that, it might work, i just hope it doesnt flip the pod.