RoShamBo wrote on Sat, 14 June 2008 17:50Starbuzz wrote on Sat, 14 June 2008 18:42RoShamBo wrote on Sat, 14 June 2008 07:09Orcas and Apaches fly quite realistically. I mean, whoever is piloting them must be very good.

I am asking if it is possible for them to roll right and roll left when turning...not like the 2D horizontal movement they do now. Is it possible it to be done in the game engine?

EDIT:

When you strafe (Ctrl + A or D), you can see them roll. My question is can it be made to do that during forward flight as well?

Helicopters don't really do that IRL either. They only pitch in the direction they want to go.

This should clarify everything:
http://www.youtube.com/watch?v=BkZpl6wdURs

Yes, helicopters (in real life) roll when turning and they roll into a turn though they can simply use the anti-torque pedals as well to change direction And pitch may be the wrong word to use...pitch is nose up or down and Orcas/Apaches do that very well in-game in Renegade. Unless of coure you are referring to that.

But when turing in-game, they automatically use the anti-torque pedals and you see very minimal roll. You can roll by using the strafe (C + A or D) but you cannot maintain that roll momentum when going forward. So the entire movement of Orcas/Apaches in-game seem a bit 2D.

My question is given the limitations of the W3D engine, is it still possible for Orcas/Apaches to use more fluid 3D movement?

EDIT: typo.