Subject: Pod Racer Physics
Posted by htmlgod on Wed, 17 Mar 2004 02:37:14 GMT

You'll have to bone it, probably best done as a tracked vehicle. There is a tutorial at renhelp.co.uk. If you can't figure it out, I'll bone your final model when its ready, but I learned from that tutorial alone, so you should be able to also. A good aerodynamic drag coefficient for something like that is probably 25-35. I'd also give it pretty good acceleration, and I'd also play with the spring constant some. I don't have a whole lot of experience with that particular preset (spring constant), but I'd guess that you can make it (assuming you already give it a pretty low mass) so that it will fly up off hills, and come back down after a few bounces. If you want more help with level edit or boning stuff, just holler.