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.