
Subject: Re: Renegade: A New Hope Update
Posted by [Lijitsu](#) on Mon, 19 Sep 2005 20:18:00 GMT
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danpaul88 wrote on Mon, 19 September 2005 16:12htmlgod wrote on Mon, 19 September 2005 20:34I talked to him. Not possible. We'll come close enough to the physics style that we want via very low drag coefficients, so that you maintain speed once you get going.

good idea, but wouldn't low drag affect turning? I know on ground vehicles it causes 'slide' steering when there's not enough drag, and knowing the renegade physics engine is not exactly the most realistic I imagine this would also affect aircraft?
Keep in mind that those vehicles do have a drag turning effect, they don't turn on a dime.
