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Subject: Unit Balance

Posted by [icedog90](#) on Sat, 01 May 2004 02:29:36 GMT

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I have a new idea to brainstorm on.

It would be nice if the Renegade engine had better vehicle physics. You can crack into the coding and completely revamp them, but doing so would require a LOT of work and skill, and I'm not sure if we have anyone in the community who is skilled enough to edit this. It would be pretty cool that when the Hummers collide, they'll behave correctly like fly up a few feet or tilt, instead of just immediately stopping. That's another thing to discuss.

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