
Subject: Question on Fixed Wing aircraft
Posted by [Mauler](#) on Mon, 23 Jul 2012 20:54:15 GMT
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I would like to know if you guys can shed any light on any possible ways to implement fixed wings aircraft such as jets, at the moment vtol and rotor physics are not what i want to use with my jet model.

Subject: Re: Question on Fixed Wing aircraft
Posted by [Troll King](#) on Mon, 23 Jul 2012 21:02:04 GMT
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I don't think it's part of the game to have jet vehicle physics. It's more like a mod and the original Renegade didn't had it so I think it's very unlikely that TT is going to implent it. It's more like a custom mod to add those. However, to make it work both client and server need to have the same engine....

Subject: Re: Question on Fixed Wing aircraft
Posted by [Distrbd21](#) on Mon, 23 Jul 2012 21:24:08 GMT
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Whoever did scud st0rm mod for ren had jets flying some what like they should.
