
Subject: Game handles fake wheel bones incorrectly on wheeled vehicles

Posted by [Jerad2142](#) on Sun, 11 Aug 2013 17:31:18 GMT

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Unless this is already fixed in 4.0, I have noticed that Renegade does not correctly ignore fake (F) wheel bones. It seems to work perfectly fine for driving forward; however, once you throw the vehicle in reverse it will continue to go faster and faster until it's at the max speed of the $\text{torque} \times \text{gear}[0]$ ratio without something that is accounted for normally.

I assume the bug must be in the "Sophisticated Engine Simulation" beings the bug of the vehicle going faster in reverse than it can forward seems isolated to wheeled vehicles.

Subject: Re: Game handles fake wheel bones incorrectly on wheeled vehicles

Posted by [saberhawk](#) on Sun, 11 Aug 2013 18:25:11 GMT

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Negative. Fake wheels (even in stock code) immediately return from `WheelClass::Compute_Force_And_Torque`. It's the only thing that can influence the vehicle speed.

Subject: Re: Game handles fake wheel bones incorrectly on wheeled vehicles

Posted by [Jerad2142](#) on Mon, 12 Aug 2013 00:41:58 GMT

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saberhawk wrote on Sun, 11 August 2013 12:25 Negative. Fake wheels (even in stock code) immediately return from `WheelClass::Compute_Force_And_Torque`. It's the only thing that can influence the vehicle speed.

Well I just remade the test again, one model has 2 addition fake bones and the other doesn't. The one that does reaches 175mph in reverse before I run out of road, the other maxes out at 50mph before 1/10th of the road is traveled and never exceeds that.

Sure they don't count all the wheels outside that method or something, because it does make a difference if you add fake bones to the wheeled vehicle (Here's a test to make it fun!).

(Files need to be named `civtrkRapter.w3d` to be used).

I suggest you do the fake wheels one first that way you can rage quit when the one with no fake wheels you only makes it to the third rock in 3 minutes.

File Attachments

- 1) [FakeWheels.W3D](#), downloaded 113 times
 - 2) [NoFake.W3D](#), downloaded 121 times
 - 3) [C&C_Reverse_Test.mix](#), downloaded 112 times
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