Subject: Choppers?
Posted by Creedy on Thu, 20 Mar 2003 22:53:33 GMT
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One of the things I really hate about Renegade is the controls for the choppers I think it would be better if they were like Tribes 2.
Where you use the mouse to look up, down, left, right and use the keys to go forward and backwards.

The reason this annoys ( ) me is that on the first misson you see an orca fly over you and into the obelisk but this amount of control could not be done with the keys, it would only be possible with the mouse

Do you think that this could be altered in any way?

Subject: Choppers?
Posted by OrcaPilot26 on Thu, 20 Mar 2003 23:23:08 GMT
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The only way I could possibly think of is if you could create a backward firing weapon with a recoil, or just a negative recoil (if possible) that fires at an extremely fast rate moving the vehicle in the direction where the mouse cursor is. Any other way to achive this would be to modify the game code as the vehicle physics are coded.

Subject: Re: Choppers?
Posted by Havoc 89 on Sun, 23 Mar 2003 02:27:00 GMT
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CreedyOne of the things I really hate about Renegade is the controls for the choppers I think it would be better if they were like Tribes 2.
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simple... they did was... use Mission 1, than animate the orca so it looks like what you are saying and they add a script so that, when you reach the oblisk the orca will be animated... well that is one way you can do it... i am not sure if that is how WW did it

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Subject: Choppers?
Posted by Creedy on Sun, 23 Mar 2003 22:21:35 GMT
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I know that they must have use an animation to do this but is there a way that the orca can be modified so that you can use the mouse to look up, down, left and right

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Subject: Choppers?
Posted by Creedy on Sun, 23 Mar 2003 22:22:50 GMT
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By the way cool pic of halo2

Subject: Choppers?
Posted by Havoc 89 on Sun, 23 Mar 2003 23:31:26 GMT
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CreedyI know that they must have use an animation to do this but is there a way that the orca can be modified so that you can use the mouse to look up, down, left and right

well that is editing the engin...

WW didnt let us edit the engin so its not possiable.
if WW released the engine then Renegade would have lived for atleast 5 more years

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Subject: Choppers?
Posted by General Havoc on Sun, 23 Mar 2003 23:54:01 GMT
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Yup thats the main reason why Half-Life (1998) is still big today because the source was released allowing mods that made the game laast longer. It is still running as stong as ever to this day and it will be remembered in gaming history for many years to come.

_General Havoc

Subject: Choppers?
Posted by OrcaPilot26 on Mon, 24 Mar 2003 00:56:05 GMT
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Yeah, If we could modify all that stuff that's hard-coded into the game then who knows what mods like RenAlert or Reborn would be like, They could replicate everything in TS or RA.

I just don't get it though, EA has shut down Westwood, essentially Renegade is almost worthless to them, they could at least give us the source code   (if it even exists anymore)