
Subject: Mammoth Tanks Are Weak Alone Even With SOME ONE

Posted by [Anonymous](#) on Sat, 13 Apr 2002 07:27:00 GMT

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quote:Originally posted by AnarmEof1:I remember the day I first played Renegade Multiplayer Demo I tried to aim without the view locked to the turret. It was a living Hell trying to get engineers behind you. But, alas, I clicked the button at the main screen that says "Options" and changed the buttons and totally revamped the default controls. I am willing to bet that more than 40% of boarders use defaults as their controls. To name a few of my controls' evolutions, I use: arrows for moving forward, backward, and strafing; 0 on numpad for entering vehicles/using PT's; 1 on numpad for jumping, end for ducking; right shift for reloading; mouse wheel primarily for next weapon/previous weapon and secondarily for sniper zoom in and out; 1028x768x16 resolution etc. Anyone else dare to reveal their controls? [April 13, 2002: Message edited by: AnarmEof1]
Up=up Down=down left=strafe left=right=strafe
right=shift=jump numpad 0=crouch R=reload enter=access PT/enter/exit vehicle T=team chat P=Public chat
Mouse wheel up=next weapon Mouse wheel down=last weapon I use this setup because it's the one I ran across when I played Unreal tournament and that game made me and awesome at FPS's so I use it in just about every game
