Subject: Mammoth Tanks Are Weak Alone EVen With SOMe ONe
Posted by Anonymous on Sat, 13 Apr 2002 12:22:00 GMT

View Forum Message <> Reply to Message

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; etc.Anyone else dare to reveal their controls?w=forwards=backwardq=strafe lefte=strafe rightt=public chaty=team chat (why isnt it "t"? because in alot of other games "t" is public chat, so im used to it that way)d=PT/vehicle usec=crouchspace=toggle next weapong=gunner toggle (normal default is Q which interferes with my strafing)mouse1=primary firemouse2=alt firemouse3/roller=click:jump, rolling:sniper zoom.lock camera to turret=on800x600x32