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Subject: FieldTS - a big mistake...

Posted by [\[HLOW\]Tomten](#) on Mon, 13 Dec 2004 09:07:01 GMT

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AircraftkillerThat's a server problem, not a client problem. The elevators are fine.

Quote:The MRLS was never underpowered, it just took more skill to use than most other weapons. Now any noob can use it just as effectively. Is that a good thing? I don't think it is.

Yes, it was. Artillery can easily turn its turret around and lay down immense suppression fire yet the MRLS was unable to. The MRLS is still susceptible to being shot at from behind or from the sides, but it's not as nerfed as it was before.

How can it be a server problem since 2 out of 3 elevators dont work(sometimes) also falling in the elevator happens many times.

Server: Renegade Community1 (gsa)

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