
Subject: Re: RA_Fjord

Posted by [Aircraftkiller](#) on Fri, 07 Oct 2011 03:28:54 GMT

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Also, I can't add secondary ammunition to the Orca/Apache without the game crashing. It simply won't work the way I want it to. Either the Orca fires two missiles at a time with the option to fire two bullets at a time as a secondary fire, or I take off the restrictions on ammo altogether. The engine wasn't designed for vehicles to have limited, reloaded ammunition as two separate weapons. If I give the Orca 10 missiles, for example, it will also fire 10 bullets. It can't be given separate ammunition counts for the gun and the missiles. Same with the Apache.

I'll be leaving them the way they are now, except that I've increased the velocity of Orca rockets by roughly 25% and have extended their range by 10 meters so they slightly outrange Apaches. They have to face their target to attack them anyhow, so this helps Orcas against everything they face. I've also reduced their random tracking scale so the missiles won't look so berserk as they fly toward a target, increasing their accuracy. Additionally, their turn rate is about 20% better so they can hit ground targets easier.

While I did this, I also removed the six round magazine on the Orca (which had a three second reload) and increased the firing speed along with reducing the magazine to two missiles, with a 1.5 second reload.

The Apache will also share the 1.5 second reload, but its cannon firing rate was reduced slightly so that it doesn't dominate vehicles without anti-aircraft capability.
