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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Fri, 07 Oct 2011 19:08:09 GMT

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In other news, I dramatically improved the Recon Bike handling and implemented quickly launching missiles. The reload time was cut in half, so it's a much better AA unit now. In addition, it leans very much like a real bike, and still retains its high speed. On top of that, it's less prone to spin-outs and will not fall over often if at all.

I've added some additional changes to vehicles. The MRLS now fires 225 meters instead of 200. I also changed its missiles to a different model that I developed based on real MRLS rockets, with a different emitter that lasts a little longer. It was set up as an aggregate so that that I could attach a second emissive rocket smoke to it, so it makes a smoke blast whenever it launches now. It's quite a bit larger than the tiny missile that Renegade used for every missile/rocket unit. I'll also add it to the AGT so it looks a lot more menacing. See here:

The Artillery now has a much longer lasting smoke emitter coming from the shell, making it easier to see where your shots land.

And the Orca launching two rockets at a time, with a 1.5 second reload time.

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