
Subject: Reloading of Flying vehicles.

Posted by [KIRBY098](#) on Fri, 30 Apr 2004 13:37:09 GMT

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Will the rockets be the only thing needing reloading, or will the minigun need it too? If you decide to go with this option, I would suggest a default load of 1000 rounds.

Subject: Reloading of Flying vehicles.

Posted by [Madtone](#) on Fri, 30 Apr 2004 16:26:08 GMT

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I would love it if the fuel needs to be refilled also, like you only get a certain amount of flying time before you need to refuel or the plane just starts to descend the z axis using that vech falling script jonwill wrote i think.

That would be awesome, like 5 mins flying time and then gotta refuel and then every 5 mins.

How does that sound?

Subject: Reloading of Flying vehicles.

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 18:29:32 GMT

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Fuel refilling is lame. Aircraft already have enough problems as it is.

You'd have to land at a Helicopter Pad and rearm your TOW-2B missiles on the Orca. Since the Apache has a decently strong cannon, it would only carry 50-150 rounds. 1,000 way too much and would allow it to loiter over the battlefield almost indefinitely.

Subject: Reloading of Flying vehicles.

Posted by [KIRBY098](#) on Fri, 30 Apr 2004 19:04:12 GMT

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I can burn through 1,000 rounds in no time. 150 is untenable. You would never be in combat, you would have to make 20 pitstops.

I assume that you thinking about modifying the cannon on the Apache then. Considering both the Orca, and the Apache currently have unnoticeable differences in armament, you are planning on deleting the Hellfires from the Apache, upgrading with a DU cannon, and making the Orca dependent on the TOW missiles while deleting the Gatling gun?

I wouldn't mess with the armaments. Just make them refill for missiles, and compromise with 500 rounds chain gun ammo.

Subject: Reloading of Flying vehicles.

Posted by [Deactivated](#) on Fri, 30 Apr 2004 19:15:32 GMT

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Orca weaponry:

GAU-8 Avenger 30mm chaingun

Hydra-70 70mm rockets

Apache weaponry:

M230 Automatic Gun

AGM-114F Hellfire missiles

Hydra-70 70mm rockets

Subject: Reloading of Flying vehicles.

Posted by [KIRBY098](#) on Fri, 30 Apr 2004 19:21:24 GMT

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Post whatever stats you want, but the fact remains that in this game currently, they both fire the same missiles, and both have miniguns that fire at the same rate.

They are essentially equal in battle, and rely on piloting skills to determine the victor in a one on one.

Subject: Reloading of Flying vehicles.

Posted by [Aircraftkiller](#) on Fri, 30 Apr 2004 19:26:08 GMT

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The Orca can't carry a fucking GAU-8/A, the damn thing is bigger than a Volkswagen car! Only the A-10A is meant to be fitted with that cannon.

Please stop posting bullshit spam in the forum, Seaman.

The Apache's cannon range is 50 meters shorter than the Orca's - that's a huge difference in combat and puts the Apache at a disadvantage. I should know because I've been the victim of being hit from a large distance away by Orca cannon fire while I'm not close enough to do anything about it except get hammered.

Making the Orca and Apache different in air combat and in ground support will make the game feel different, at the very least, including balancing it out better so you're not forced to have the same exact unit on both teams, just with a different look.

Subject: Reloading of Flying vehicles.

Posted by [Deactivated](#) on Fri, 30 Apr 2004 19:49:04 GMT

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AircraftkillerThe Orca can't carry a fucking GAU-8/A, the damn thing is bigger than a Volkswagen car! Only the A-10A is meant to be fitted with that cannon..

<http://www.cannis.net/commando/images/c4/orca1.jpg>

It does look like the Avenger, doesn't it?

Also the manual says the following:

"WEAPONS: 30mm chaingun/70mm rockets"

Subject: Reloading of Flying vehicles.

Posted by [Deathgod](#) on Fri, 30 Apr 2004 19:51:36 GMT

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So the Apache doesn't actually use the CnC_Ammo_Apache_Rocket?

That one fires in a 2 round spread it looks like, like the STank or the recon bikes... too bad it doesn't get used.

Subject: Reloading of Flying vehicles.

Posted by [FalconxI](#) on Fri, 30 Apr 2004 19:57:41 GMT

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SeaMan

<http://www.cannis.net/commando/images/c4/orca1.jpg>

It does look like the Avenger, doesn't it?

Also the manual says the following:

"WEAPONS: 30mm chaingun/70mm rockets"

30mm Chaingun does not mean the avenger cannon, the Avenger is almost Half the size of the Orca. The chaingun pictured only has 6 barrels where as the Avenger has 7.

The Chaingun on the Orca would more likely be a spin off of the 25mm chaingun used on the Cobra as it is a lot smaller and lighter.

Subject: Reloading of Flying vehicles.

Posted by [Phoenix - Aeon](#) on Fri, 30 Apr 2004 23:20:17 GMT

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Christ the Avenger's 6m long, weighs nearly 2 tonnes with ammo and has a recoil of 40kN. The Orca couldn't lift that gun and even if it could firing it would throw the Orca out of the sky, or more likely tear it in half. I'm sure I saw something somewhere on this thread about balancing things.

On topic the aircraft need to be changed, the apaches are supposed to be AP and the Orcas for

tactical tank and installation strikes. As for the ammo 6 missiles for the Orca is the only number that should be considered as it is what they actually have in TD, this is one where damage needs to be tweaked not ammo. As for Apaches I'd say go with 200 - 250 rounds.

Subject: Reloading of Flying vehicles.
Posted by [icedog90](#) on Sat, 01 May 2004 01:29:09 GMT
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250 - 300 rounds sounds good to me.

Subject: Reloading of Flying vehicles.
Posted by [htmlgod](#) on Sun, 02 May 2004 20:54:45 GMT
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Yeah. If the problem of sniper rifles on aircraft was fixed, fewer bullets would be needed because people wouldn't be spraying constantly. Another thing about aircraft that might be worth fixing is the rockets - they go like 50 mph and have a turn radius like a skateboard. I think it would be worthwhile to make the rockets travel a lot faster, in a mostly straight line, and reduce the amount of ammo on the aircraft, because fewer bullets would be needed if rockets were used almost exclusively on vehicles.

Subject: Reloading of Flying vehicles.
Posted by [Rex](#) on Mon, 03 May 2004 11:20:28 GMT
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Aircraftkiller Making the Orca and Apache different in air combat and in ground support will make the game feel different, at the very least, including balancing it out better so you're not forced to have the same exact unit on both teams, just with a different look.

I agree with this and totally support the idea that they should have more than only a different look. But I should keep 2 weapons on each vehicle. I don't really care how you guys do it as long as you keep a normal and ALT fire.

Subject: Reloading of Flying vehicles.
Posted by [Vitaminous](#) on Mon, 03 May 2004 21:23:17 GMT
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htmlgod Another thing about aircraft that might be worth fixing is the rockets - they go like 50 mph and have a turn radius like a skateboard. I think it would be worthwhile to make the rockets travel a lot faster...

Oh, and of course I suppose you haven't thought about overhauling the MRLS/MLRS yet?

Its missiles are so freaking slow, it's not even funny.
Having it to rotate it's turret would also be good.

Subject: Reloading of Flying vehicles.

Posted by [SuperFlyingEngi](#) on Tue, 04 May 2004 00:50:07 GMT

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I know! For the orca, how about you fit it with a modified vulcan cannon on the front that basically consists of six of the U.S.S. North Carolina's 19 inch guns put together into minigun form! It would shoot about 100 tons of lead and explosives a second!

But moving on, I like the idea of snipers no longer hurting aircraft, aircraft not needing to refuel (a tank of gas lasts a chopper hours) and the Orca and Apache having different weapons.

Subject: Reloading of Flying vehicles.

Posted by [cmdr1337](#) on Tue, 04 May 2004 01:58:20 GMT

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Being realistic to the Apache, which is armed with a 30mm automatic Boeing M230 Chain Gun. Rate of fire of 625 rounds per minute. The helicopter has capacity for up to 1,200 rounds of ammunition.

<http://www.army-technology.com/projects/apache/>

A hint of realism to the weapon might not be that bad, since you will be having to make those refill trips fairly often. This way, you have to hold the shoot button down for a little under two minutes to completely empty of machinegun ammo. 150 rounds is laughable at best, though the damage done to medium/heavy armour might have to be augmented for 1,200 rounds.

Subject: Reloading of Flying vehicles.

Posted by [Phoenix - Aeon](#) on Tue, 04 May 2004 03:48:07 GMT

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No. No. No. No. NOOOOO!!!

Simple fact, just because a piece of hardware is this way in real life does not mean it has to be that way in game. If it was then AK's "buy it, fire once, game over" weapon would be the MRLS. Incase you didn't know the MRLS is a british artillery system capable of devastating a 1*1km square of land using a system of 16 missiles launched simultaneously across the landscap. Hey won't that be fun kids? Whilst we're at it we can limit the mammoth to one round because guess what? Twin barrels would rip the turret off. Oh, and btw GDI, you know the U.N made that lon cannon of yours illegal, guess that's out of the picture. The black hand had better not shoot anything red or those lasers will just bounce right back, nit that it makes a difference anyway; red

light's at too low a frequency to do damage. Come back when you learn how to use microwaves boys. Finally, news just in for Nod artillery gunners, your cannon has a range of 27 km, but tough shit GDI will still rip you to pieces, MRLS has got 32km.

Now perhaps all of that crap I wrote above hasn't got the point across (it probably hasn't: I rely more on tone of voice than actual words) so I'll say things plainly, if Renegade was realistic it wouldn't be fun, or have half the shit in it that it does. Also, AK's right, the game should be based on C&C, anyone who can't understand that an FPS version of C&C should be like C&C is... well, you can think up of an insult, mainly because I can't be arsed starting a flame-war (though I suppose it may be too late now).

BTW, you'll have to excuse me if I seem a little off, it's 4:48 in the morning here in England.

Subject: Reloading of Flying vehicles.

Posted by [SuperFlyingEngi](#) on Thu, 06 May 2004 00:07:05 GMT

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Uh, lol, we were talking about HELICOPTERS and FLYING VEHICLES, not ARTILLERY. lol.

Subject: Reloading of Flying vehicles.

Posted by [Phoenix - Aeon](#) on Thu, 06 May 2004 15:02:04 GMT

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I was pointing out the numerous areas where real world tech has been copied into the game and modified and that we don't need to keep things exactly as they are in reality, I said I probably wouldn't get my point across didn't I?

Subject: Reloading of Flying vehicles.

Posted by [Majiin Vegeta](#) on Thu, 06 May 2004 15:09:54 GMT

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making the orca reload is a good idea.. limiting its ammo is a bad idea

Subject: Reloading of Flying vehicles.

Posted by [Aircraftkiller](#) on Fri, 07 May 2004 22:55:46 GMT

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The MRLS isn't British. I do believe it's a General Dynamics project. I do know it was constructed from the M-2 Bradley IFV chassis.

Subject: Reloading of Flying vehicles.

Posted by [Phoenix - Aeon](#) on Fri, 07 May 2004 23:14:35 GMT

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Your right about it being based off of the M-2 Bradley, but we were the first to stick the mrls turret on it. General dynamics built their version because ours was really just a couple of different things thrown together, though it can carry a bigger payload. So it's was a joint venture really, I'm just used to thinking of it in British terms, my bad.
