
Subject: Nod Artillery "reload" sound missing
Posted by [icedog90](#) on Sat, 01 May 2004 02:03:08 GMT

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I've noticed a lot that the Nod Mobile Artillery lacks the "reload" sound. It definately uses it, because every once and a while you'll hear a "reload" sound from the artillery. This happens even if there is absolutely nothing going on in the battlefield. I'd like to see a fix for this bug also.
:biggrin:

Subject: Nod Artillery "reload" sound missing
Posted by [flyingfox](#) on Sat, 01 May 2004 03:29:38 GMT

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Yep, same with MRLS. Easy fix.

Subject: Nod Artillery "reload" sound missing
Posted by [Aircraftkiller](#) on Sat, 01 May 2004 05:14:30 GMT

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It's not missing on the Artillery, the camera range is just beyond the cannon reload sound.

Try looking up so that your view is jammed into the Artillery and then hit R, you'll hear it. It's not a bug.

MRLS totally lacks its reload sound, we'll be adding that back into the game with a rotating turret.

Subject: Nod Artillery "reload" sound missing
Posted by [Phoenix - Aeon](#) on Sat, 01 May 2004 05:47:55 GMT

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An MRLS doesn't have a rotating turret, trust me, I've seen the bastards in real life. But then again, the real things have a range of 32km and the ability to devastate a square 1 km across in 1 volley so... whatever works.

Subject: Nod Artillery "reload" sound missing
Posted by [icedog90](#) on Sat, 01 May 2004 05:56:30 GMT

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So all it needs is some turning up with distance, if that's possible.

Subject: Nod Artillery "reload" sound missing
Posted by [Aircraftkiller](#) on Sat, 01 May 2004 07:17:08 GMT
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Phoenix - AeonAn MRLS doesn't have a rotating turret, trust me, I've seen the bastards in real life. But then again, the real things have a range of 32km and the ability to devastate a square 1 km across in 1 volley so... whatever works.

So how do you explain this?

The M-270 MRLS does have a rotating box missile launcher.

Subject: Nod Artillery "reload" sound missing
Posted by [Falconx1](#) on Sat, 01 May 2004 07:19:45 GMT
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Phoenix - AeonAn MRLS doesn't have a rotating turret, trust me, I've seen the bastards in real life.

Yes they do, the box launcher can rotate at least 90 degrees left and right as most pictures of the M270 MLRS should rockets being fired from various angles.
<http://www.fas.org/man/dod-101/sys/land/m270.htm>

edit ACK beat me to it *edit*

Subject: Nod Artillery "reload" sound missing
Posted by [Phoenix - Aeon](#) on Tue, 04 May 2004 07:10:37 GMT
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You're talking about the MLRS not the MRLs, the M-270 wasn't put into active service until over a year after TidDawn was released. Given this and the fact that that TibDawn used Mobile Rocket... not Multi Launch... the system in C&C is in fact the British MRLs not the American MLRS, so therefore the system should have 8 missiles per volley and does not have a rotating turret. Yes the system in Renegade is the M-270 but that's because someone fucked up and couldn't keep in trend with what was actually in C&C, I would have thought you of all people would be used to that by now.

Edited for typo's.

Subject: Nod Artillery "reload" sound missing

Posted by [Renx](#) on Tue, 04 May 2004 10:56:37 GMT

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Renegade takes place between TD and TS. Therefor it even fits your timeline.

Subject: Nod Artillery "reload" sound missing

Posted by [Phoenix - Aeon](#) on Tue, 04 May 2004 11:58:41 GMT

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I'd always assumed Renegade was concurrent to TD, it's a moot point anyway, the unit in questuin is still named the MRLS, so it's the british version not the Amercian one. Quite why GDI would use the M-270 I'm not to sure anyway, since all it is is a downgraded, bastardized version of the MRLS.

Subject: Nod Artillery "reload" sound missing

Posted by [Deactivated](#) on Tue, 04 May 2004 16:58:06 GMT

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Mobile Rocket Launch System

Multiple Launch Rocket System

=Same thing

http://www.army.mod.uk/equipment/aad/aad_mlrs.htm

It's M270.

"Mobile devastation. GDI's longest-range attacker fires 227mm rockets and is effective against just about everything."

Subject: Nod Artillery "reload" sound missing

Posted by [Phoenix - Aeon](#) on Wed, 05 May 2004 13:11:35 GMT

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Actually the MLRS and MRLS are different models of the same basic desing but this is all semantics anyway, as I said earlier whatever works in game.

Subject: Nod Artillery "reload" sound missing

Posted by [Deactivated](#) on Wed, 05 May 2004 14:44:26 GMT

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Every search I did for MRLS returned "M270 MLRS" as the result.

MLRS entered the battlefied first in Operation Desert Storm.
