
Subject: The apache and orca

Posted by [gkl21](#) on Fri, 08 Aug 2008 03:18:08 GMT

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Is there anything indicating that they should actually have a reload time / clip max amount? All other units have these, but those two do not. Just seems a bit ocward.

Subject: Re: The apache and orca

Posted by [KobraOps](#) on Fri, 08 Aug 2008 04:14:47 GMT

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It is very ocward

Subject: Re: The apache and orca

Posted by [JoeBro](#) on Fri, 08 Aug 2008 13:36:38 GMT

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i know. ("ocward", very funny lol) Yes it is "awkward." Maybe they have ammo with no reloads so they would actually stand a chance in the air when they fight other units. Maybe. Also, when TT makes that new patch, I want them to make the Orca have more of a challenge when it fights the Apache. I mean, c'mon. The Orca has almost unlimited range with its machine gun, while the Apache has very short range. It doesn't seem fair. While the Apache may be quieter than the Orca, it still doesn't make much of a difference because you are looking at your surroundings constantly anyway. Besides, they're the same price and the Apache is worse. They should make it more even.

Subject: Re: The apache and orca

Posted by [Jamie or NuneGa](#) on Fri, 08 Aug 2008 13:38:49 GMT

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Don't touch the orca or apache.

On flying maps nod is compensated for the apache's lack of range by the swiftier ability to get light tanks, furthermore the light tank is much better for hitting orcas than the med is for hitting apaches.

Subject: Re: The apache and orca

Posted by [JoeBro](#) on Fri, 08 Aug 2008 13:40:38 GMT

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still... that's only 1 map...

Subject: Re: The apache and orca
Posted by [Goztow](#) on Fri, 08 Aug 2008 13:41:51 GMT
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The heli has a much bigger range for rockets.

Subject: Re: The apache and orca
Posted by [StealthEye](#) on Fri, 08 Aug 2008 18:59:08 GMT
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Although I agree it is strange that there is no clip max, the patch will not change presets, so it won't change this.

Subject: Re: The apache and orca
Posted by [Starbuzz](#) on Fri, 08 Aug 2008 20:07:10 GMT
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gkl21 wrote on Thu, 07 August 2008 22:18Is there anything indicating that they should actually have a reload time / clip max amount?

No. I think it was intended.

gkl21 wrote on Thu, 07 August 2008 22:18All other units have these, but those two do not.

Because they (Orca/Apache) are highly vulnerable due to their lack of armor. No-reload compensates for that.

StealthEye wrote on Fri, 08 August 2008 13:59Although I agree it is strange that there is no clip max, the patch will not change presets, so it won't change this.

Nothing strange about no clip. Thank you for that decision.

Subject: Re: The apache and orca
Posted by [Veyrdite](#) on Sat, 09 Aug 2008 02:21:52 GMT
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They do have reload times but unlimited ammo per clip, fooling us into tapping R uselessly after each battle.

In my opinion, it's something that doesn't need changing.

Subject: Re: The apache and orca

Posted by [trooprm02](#) on Sat, 09 Aug 2008 05:01:47 GMT

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I was worried about this, the idea behind TT is to fix bugs and glitches, not to change gameplay! The fact there is even a good group after 6 years proves the gameplay is fine, fucking around with things that aren't broken is a waste of time and will just delay things..the pointsfix is just 1 example.

Subject: Re: The apache and orca

Posted by [bisen11](#) on Tue, 12 Aug 2008 04:31:09 GMT

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Plus even though some of the other vehicles have reloads it's pretty much the same as when the orca/apache takes a second to fire another rocket. The reload times for those vehicles is quite short.

Subject: Re: The apache and orca

Posted by [_SSnipe_](#) on Tue, 12 Aug 2008 04:34:42 GMT

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trooprm02 wrote on Fri, 08 August 2008 22:01 I was worried about this, the idea behind TT is to fix bugs and glitches, not to change gameplay! The fact there is even a good group after 6 years proves the gameplay is fine, fucking around with things that aren't broken is a waste of time and will just delay things..the pointsfix is just 1 example.

troop stfu every time i read ur post u piss me off u jsut want to use ur hacks and glitches to win....they arnt chaning gameplay there fixing gicthes left behind get that threw your heads

Subject: Re: The apache and orca

Posted by [gkl21](#) on Tue, 12 Aug 2008 13:56:41 GMT

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There is nothing (in the code) indicating that this is a bug, so it remains the same. Simple as that.

Subject: Re: The apache and orca

Posted by [trooprm02](#) on Tue, 12 Aug 2008 16:19:24 GMT

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SSnipe wrote on Tue, 12 August 2008 00:34 trooprm02 wrote on Fri, 08 August 2008 22:01 I was worried about this, the idea behind TT is to fix bugs and glitches, not to change gameplay! The fact there is even a good group after 6 years proves the gameplay is fine, fucking around with things that aren't broken is a waste of time and will just delay things..the pointsfix is just 1 example.

troop stfu every time i read ur post u piss me off u jsut want to use ur hacks and glitches to win....they arnt chaning gameplay there fixing gicthes left behind get that threw your heads

Imfaoooo, aren't you that known *cheat name removed*(aimbot) abuser who can back (like what 3 times?) everytime coming up with a different story, but ya im the one that uses "hacks", good fucking game bitch.

Subject: Re: The apache and orca
Posted by [u6795](#) on Thu, 14 Aug 2008 02:07:25 GMT
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trooprm02 wrote on Tue, 12 August 2008 12:19SSnipe wrote on Tue, 12 August 2008 00:34trooprm02 wrote on Fri, 08 August 2008 22:01I was worried about this, the idea behind TT is to fix bugs and glitches, not to change gameplay! The fact there is even a good group after 6 years proves the gameplay is fine, fucking around with things that aren't broken is a waste of time and will just delay things..the pointsfix is just 1 example.
troop stfu every time i read ur post u piss me off u jsut want to use ur hacks and glitches to win....they arnt chaning gameplay there fixing gicthes left behind get that threw your heads

Imfaoooo, aren't you that known *cheat name removed*(aimbot) abuser who can back (like what 3 times?) everytime coming up with a different story, but ya im the one that uses "hacks", good fucking game bitch.
Why is it you can be simultaneously intelligent and well spoken and retarded an immature in one topic?

Subject: Re: The apache and orca
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 14 Aug 2008 03:42:19 GMT
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I think the firing angles of the Orca and Apache need to be fixed for the patch. The Orca's machine gun was able to fire at higher angles than the Apache's, so they should be identical.

Subject: Re: The apache and orca
Posted by [bly](#) on Thu, 14 Aug 2008 21:01:38 GMT
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[NEFobby[GEN] wrote on Wed, 13 August 2008 22:42]I think the firing angles of the Orca and Apache need to be fixed for the patch. The Orca's machine gun was able to fire at higher angles than the Apache's, so they should be identical.
i think you are retarded.

Subject: Re: The apache and orca
Posted by [TruYuri](#) on Thu, 14 Aug 2008 21:28:19 GMT
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bly wrote on Thu, 14 August 2008 16:01[NEFobby[GEN] wrote on Wed, 13 August 2008 22:42]I think the firing angles of the Orca and Apache need to be fixed for the patch. The Orca's machine gun was able to fire at higher angles than the Apache's, so they should be identical.
i think you are retarded.

I think you need to stop posting until you have something intelligent to say.

Subject: Re: The apache and orca
Posted by [Jamie or NuneGa](#) on Thu, 14 Aug 2008 22:02:38 GMT
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[NEFobby[GEN] wrote on Thu, 14 August 2008 04:42]I think the firing angles of the Orca and Apache need to be fixed for the patch. The Orca's machine gun was able to fire at higher angles than the Apache's, so they should be identical.

It is due to the different postion of the gun, the apache can fire at lower angles in response to this making it better for rushing a havoc.
