
Subject: Hmm

Posted by [anant](#) on Thu, 03 Sep 2009 07:37:35 GMT

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Random question. Why do fanmaps have antennas on tanks and the rotating MRLS and stuff and other maps dont, I have no idea what section to put this in, sorry.

Subject: Re: Hmm

Posted by [ErroR](#) on Thu, 03 Sep 2009 11:00:30 GMT

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it depends on the map maker, if you have some custom stuff, like the med with antennas, the only way to make it playable for others (except a pkg) is dumping it in your map. hmm i think it's not what u asked

Subject: Re: Hmm

Posted by [anant](#) on Sat, 05 Sep 2009 06:17:59 GMT

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I ment like, why dont all the maps have the vehicles setup the same way the fanmaps are.

Subject: Re: Hmm

Posted by [IAmFenix](#) on Sat, 05 Sep 2009 15:00:20 GMT

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The MRLS wasn't SUPPOSED to be rotatable, due to an imbalance of power, GDI being more powerful than Nod.

Subject: Re: Hmm

Posted by [ErroR](#) on Sat, 05 Sep 2009 15:02:19 GMT

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IAmFenix wrote on Sat, 05 September 2009 18:00The MRLS wasn't SUPPOSED to be rotatable, due to an imbalance of power, GDI being more powerful than Nod.

WHAT makes you so sure?

Toggle Spoiler<http://www.haaland.info/norway/army/bilder/mlrs-notpainted.jpg>

Subject: Re: Hmm

Posted by [wubwub](#) on Sat, 05 Sep 2009 16:00:28 GMT

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Lol

Subject: Re: Hmm
Posted by [IAmFenix](#) on Sat, 05 Sep 2009 16:06:21 GMT
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(From TT thread on this)
EvilWhiteDragon wrote on Thu, 11 June 2009 05:14Gen_Black wrote on Wed, 10 June 2009 11:48mrl is one of gdis most powerful tools already. If you know how to 6 lock u can take stuff out real fast from far away.
That's why Westwood originally made it rotatable and 800 credits. The problem with this however was that GDI would have a huge gap in fighting power between 350 creds and 800 creds, so there for the MRLS was nerfed and made (much) cheaper.

Subject: Re: Hmm
Posted by [Omar007](#) on Sat, 05 Sep 2009 16:25:24 GMT
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Hmm i think it has far more advantage when non-rotating.
Now you can shoot around corners ^^

Subject: Re: Hmm
Posted by [ArtyWh0re](#) on Sat, 05 Sep 2009 21:56:43 GMT
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Omar007 wrote on Sat, 05 September 2009 11:25Hmm i think it has far more advantage when non-rotating.
Now you can shoot around corners ^^
But you get SBH n00bs going around the side of you while you can virtually do nothing unless you get a lucky run over.

Subject: Re: Hmm
Posted by [Omar007](#) on Sat, 05 Sep 2009 23:15:45 GMT
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ArtyWhore wrote on Sat, 05 September 2009 23:56Omar007 wrote on Sat, 05 September 2009 11:25Hmm i think it has far more advantage when non-rotating.
Now you can shoot around corners ^^
But you get SBH n00bs going around the side of you while you can virtually do nothing unless you get a lucky run over.
That's why you need ant-infantry support or engineers/hotwires support ^^

But in my opinion you can better shoot around corners outside the range of an obelisk and a bit more defenceless to (S)BH's then vice versa
