
Subject: MRLS help

Posted by [rr000](#) on Sun, 20 Sep 2009 20:00:03 GMT

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Hi, i just joined today...I've been playin renegade for a year and a half or so and I have a question. How do u get all 6 missles on the MRLS to track. SOmetimes, i get one or two...I want to know how to get all six. Thanks...

Subject: Re: MRLS help

Posted by [BLÄ»Îµl4Î²ÄªL](#)

on Sun, 20 Sep 2009 20:08:31 GMT

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rightmouseclack

Subject: Re: MRLS help

Posted by [resistor1](#) on Sun, 20 Sep 2009 21:35:02 GMT

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yep right mouse click. it also does something with the flamer when you right click. all the flame power comes out of the left flamer tank nozzle, so you aim with your left nozzle to kill infantry/tanks faster. think of it like this

its usually 50/50 50 from one nozzle, 50 from the other nozzle

100 coming from one nozzle, which would be the left one is what right click does.

Subject: Re: MRLS help

Posted by [archerman](#) on Sat, 26 Sep 2009 19:36:06 GMT

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resistor1 wrote on Mon, 21 September 2009 00:35yep right mouse click. it also does something with the flamer when you right click. all the flame power comes out of the left flamer tank nozzle, so you aim with your left nozzle to kill infantry/tanks faster. think of it like this

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isnt this a bug?

Subject: Re: MRLS help

Posted by [ErroR](#) on Sat, 26 Sep 2009 19:47:34 GMT

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archerman wrote on Sat, 26 September 2009 22:36resistor1 wrote on Mon, 21 September 2009 00:35yep right mouse click. it also does something with the flamer when you right click. all the flame power comes out of the left flamer tank nozzle, so you aim with your left nozzle to kill infantry/tanks faster. think of it like this

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100 coming from one nozzle, which would be the left one is what right click does.
isnt this a bug?
i think, i also believe it was fixed, but it's not a bug abuse what so ever
