
Subject: Question: Will 6-lock be removed?
Posted by [liquidv2](#) on Wed, 24 Aug 2011 15:54:26 GMT
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i believe it was stated that it will be removed; can someone confirm this? i know that right clicking with a flame tank will no longer put all damage into the left gun but what about 6-locking with a mrls?

Subject: Re: Question: Will 6-lock be removed?
Posted by [zunnie](#) on Wed, 24 Aug 2011 15:56:43 GMT
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TT will not alter any gameplay changing effects for weapons afaik.
(other than the optional pointsfix)

Subject: Re: Question: Will 6-lock be removed?
Posted by [liquidv2](#) on Wed, 24 Aug 2011 16:02:08 GMT
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so the flame tanks will still do double damage from the left stream and no damage from the right stream while using right-click? works for me
and if anything 6-lock helps gdi in places where it probably needs it, so if that stays i have no beef

Subject: Re: Question: Will 6-lock be removed?
Posted by [Caveman](#) on Wed, 24 Aug 2011 16:21:56 GMT
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liquidv2 wrote on Wed, 24 August 2011 17:02so the flame tanks will still do double damage from the left stream and no damage from the right stream while using right-click? works for me
and if anything 6-lock helps gdi in places where it probably needs it, so if that stays i have no beef

Yes to both.

I have had no problem doing either.

Subject: Re: Question: Will 6-lock be removed?
Posted by [danpaul88](#) on Wed, 24 Aug 2011 17:29:56 GMT
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.... 6 lock? What the deuce is that exactly?

As for the flame tank thing, I believe thats technically a rigging problem rather than a code

problem. It probably has a muzzleb0 (secondary fire) but no muzzleb1, hence it only fires 'bullets' from one side. The flame animation is probably centred on the vehicle and just contains both jets, hence why it appears to be firing from both.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 18:00:43 GMT
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He means that secondary fire on the MRLS causes it to fire out of only one side of the rocket pack, instead of using both muzzles. From what I see testing 4.0, it uses the proper muzzle arrangement and doesn't have that bug. Same with the FTank.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Caveman](#) on Wed, 24 Aug 2011 18:07:46 GMT
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Aircraftkiller wrote on Wed, 24 August 2011 19:00He means that secondary fire on the MRLS causes it to fire out of only one side of the rocket pack, instead of using both muzzles. From what I see testing 4.0, it uses the proper muzzle arrangement and doesn't have that bug. Same with the FTank.

I think on all clients on your screen it will look like you're shooting from both when actually you aren't.

Maybe im mistaken?

Subject: Re: Question: Will 6-lock be removed?
Posted by [liquidv2](#) on Wed, 24 Aug 2011 18:08:09 GMT
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there's a way to get 5 or 6 of the mrls rockets to chase their target rather than fly straight ahead so what you're telling me ACK is that both the flame tank thing and the 6-lock do not occur in 4.0?

Subject: Re: Question: Will 6-lock be removed?
Posted by [kamuixmod](#) on Wed, 24 Aug 2011 18:21:39 GMT
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Subject: Re: Question: Will 6-lock be removed?
Posted by [liquidv2](#) on Wed, 24 Aug 2011 18:24:23 GMT
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i can't get all 6 to lock but what i do is left click for my first mrls rocket shot and right click quickly until the other 5 are gone
you keep the reticle locked onto the vehicle you're aiming at, preferably under its turret

if you do it from afar you can get rockets to trace infantry a little bit as well

Subject: Re: Question: Will 6-lock be removed?
Posted by [Caveman](#) on Wed, 24 Aug 2011 18:50:23 GMT
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As ive said 6 lock is still possible with TT. I have no problem locking 5-6 rockets onto a tank.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 18:52:19 GMT
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Missiles don't always track targets. Nothing you do will change the logic in that.

Subject: Re: Question: Will 6-lock be removed?
Posted by [liquidv2](#) on Wed, 24 Aug 2011 18:52:41 GMT
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mine do every time
so you're saying the animation is changed in 4.0? cuz Caveman said they still track

Subject: Re: Question: Will 6-lock be removed?
Posted by [Caveman](#) on Wed, 24 Aug 2011 18:54:41 GMT
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liquidv2 wrote on Wed, 24 August 2011 19:52mine do every time
so you're saying the animation is changed in 4.0? cuz Caveman said they still track

Yes, the animation is fixed.

ACK, if you do it right it will 6lock thats the point.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Aircraftkiller](#) on Wed, 24 Aug 2011 18:55:03 GMT
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It's not an animation. The muzzle bones weren't being used properly on secondary fire, so I believe 4.0 fixed this problem. As of now, MRLS rockets come out of both muzzles on the left and right side of the rocket box, and the Flame Tank uses both muzzles on the left and right side of the tank.

Regarding missiles, the engine has crappy lock-on code. I'm not sure what causes it to miss occasionally.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Gen_Blacky](#) on Wed, 24 Aug 2011 18:56:04 GMT
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Best way to 6 lock is backwards aiming with the dot so the main reticle disappears.

In custom maps where mrls can rotate their turret they are way over powered.

Subject: Re: Question: Will 6-lock be removed?
Posted by [danpaul88](#) on Wed, 24 Aug 2011 21:32:48 GMT
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MRL, Orca and Apache rockets should all track targets like the AGT rockets do, however actually getting them to lock onto a target is quite difficult as the criteria for determining whether it will lock or just track to the point they *were* at seems rather hit and miss in my experience.

Perhaps this '6lock' thing somehow makes it more likely to get a lock than firing normally, however it fires the same ammo so theoretically either method of firing should have the same chance to lock.

Subject: Re: Question: Will 6-lock be removed?
Posted by [Jamie or NuneGa](#) on Mon, 29 Aug 2011 11:48:16 GMT
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liquidv2 wrote on Wed, 24 August 2011 17:02so the flame tanks will still do double damage from the left stream and no damage from the right stream while using right-click? works for me

still love how few pub players know about this and don't understand how you can kill their flamer with ur flamer so easily...
