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Subject: Cool Ideas

Posted by [glyde51](#) on Sat, 02 Oct 2004 21:06:27 GMT

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Or not. How about re-inputing the dodge move and mouse steer functions? The dodge input may only work on servers that have CP1 installed.

As for mouse steer, pressing V will temporarily disable it, making it like a turret as normal! And then releasing V will enable mouse steer again!

Or better yet only make us tap v to enable 360 turret mode, and tap again to disable it! yeah!

Okay... fine... go ahead and make fun of me... tell me why this won't work as there is always a reason.

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