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Subject: Re: RA\_Fjord

Posted by [Aircraftkiller](#) on Tue, 23 Aug 2011 01:04:48 GMT

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I got the MRLS debugged with the help of E!, so thanks to him for getting that taken care of. Here it is in-game. It now has headlights and brake lamps, although they're always on. The MRLS turret will rotate as it should have always done so. It also has the reload sound that it was missing since 2001. Additionally, the MRLS also has the Mammoth Tank muzzle flashes, so it looks like it's launching missiles. Keep in mind that it had no muzzle flashes before. It also has wheels with a suspension that will rock and move with inertia, so it feels more like a tank now.

The last image shows the Machine Gun Emplacement that I've set up in the electrical substation. It gives infantry a method of controlling the flow of the battle, since the lower road that it sits next to will be a contested point during any game. The gun emplacement also does a lot of damage to anything it attacks. After 100 rounds, the MRLS ended up with two bars of health left.

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