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Subject: Re: Couple MRLS questions

Posted by [Aircraftkiller](#) on Wed, 05 Sep 2012 22:22:47 GMT

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The tracking code is bugged. Unless TT somehow fixes it, all of your suggestions for tracking are irrelevant - it's a random chance of locking on, no matter where you aim so long as the reticle is red when you fire.

Also, this:

"They didn't hit server side, only client side. A lot of six locks don't even look like they hit."

Is complete bullshit. All hit detection is client side. This is why dragging and dropping a new objects.ddb file into your data directory while the game was loading a map affected how much damage you were capable of doing. A custom designed objects.ddb can do as much, or as little, damage as you want - there is no server side prevention unless there's some server mod in place.

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