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Subject: Choppers?

Posted by [OrcaPilot26](#) on Thu, 20 Mar 2003 23:23:08 GMT

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The only way I could possibly think of is if you could create a backward firing weapon with a recoil, or just a negative recoil (if possible) that fires at an extremely fast rate moving the vehicle in the direction where the mouse cursor is. Any other way to achive this would be to modify the game code as the vehicle physics are coded.

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