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Subject: aiming the gun on the a/c

Posted by [Anonymous](#) on Sat, 20 Apr 2002 14:16:00 GMT

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is it just me, or is the only way to move the gun up and down on the orca and apache is to move the nose up and down? the little aiming dot doesn't seem to move with my mouse controls except sideways. in other words, the only way to move your gun's aiming point vertically is moving forward, backward, climbing and descending. is that right? if so that would explain why i haven't been able to hit the broad side of a barn with a chopper yet. lol...

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Subject: aiming the gun on the a/c

Posted by [Anonymous](#) on Sat, 20 Apr 2002 14:49:00 GMT

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gotta be in range but i know what you are saying. you want to try to take shots from longer than normal distances like with the rocket launcher. same here.

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Subject: aiming the gun on the a/c

Posted by [Anonymous](#) on Sat, 20 Apr 2002 15:08:00 GMT

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It takes a lot of practice and coordination to be able to win dogfights. When you move backwards, the cannon fires upward, and when you go forwards, the cannon fires downward. And when moving sideways, the cannon fires straight. I mainly move sideways to avoid their fire and hit them at the same time, but if they try to go around me, I release the strafe button and just turn around and keep firing them, since i've noticed that when someone tried to circle you, they end up going below you, making it easier to hit them while standing still. You should also use missiles on them if they decide to just hover still and shoot, or maybe if they are going backwards from you (but I haven't been able to do that effectively yet).

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Subject: aiming the gun on the a/c

Posted by [Anonymous](#) on Sat, 20 Apr 2002 18:22:00 GMT

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I usually get shot down i dogfights

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Subject: aiming the gun on the a/c

Posted by [Anonymous](#) on Sat, 20 Apr 2002 23:44:00 GMT

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Just keep blasting with everything you have in dogfights, moving rapidly up and down and side to side, the gun follows but it seems to track slower during rapid maneuvers so you gotta

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concentrate on keeping your fire on the mark. In City, if I'm getting owned I duck around buildings and out of sight long enough for the targeting box they have on me to disappear, I count to 2, then I go right up, over the low buildings and right on top of 'em guns blazing I still get shot down a lot, but I've killed many a reckless pilot by doing this. Always remember to use the terrain to your advantage.[ April 20, 2002: Message edited by: ZTankMuncha ]

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Subject: aiming the gun on the a/c  
Posted by [Anonymous](#) on Sun, 21 Apr 2002 09:29:00 GMT  
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Using surroundings in a/c is not as effective as doing it with infantry, since aircraft move too slow to run out of the other person's view without them knowing. And it's not like infantry where the first one to attack usually wins, but the one who can aim better.

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Subject: aiming the gun on the a/c  
Posted by [Anonymous](#) on Sun, 21 Apr 2002 12:09:00 GMT  
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quote:Originally posted by zukkov:is it just me, or is the only way to move the gun up and down on the orca and apache is to move the nose up and down? the little aiming dot doesn't seem to move with my mouse controls except sideways. in other words, the only way to move your gun's aiming point vertically is moving forward, backward, climbing and descending. is that right? if so that would explain why i haven't been able to hit the broad side of a barn with a chopper yet. lol...I think I agree with this post. The A/C aiming system bytes. Especially if you are moving and firing at the same time.

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