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Subject: Improve mrls

Posted by [robbyke](#) on Sat, 07 Apr 2012 10:43:53 GMT

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i was wondering if it could make it possible on all maps that the mrls has a movable launcher .  
i remember i saw it on a map once and it made the mrls come closer to the arty

it doesnt have to be forced but maybe an option for it

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Subject: Re: Improve mrls

Posted by [Jamie or NuneGa](#) on Sat, 07 Apr 2012 11:50:34 GMT

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The non movable mrl launcher isn't a bug and actually helps game balance.

For example on field, a mrl can curve missles round the corner at its base entrance. I don't know  
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Subject: Re: Improve mrls

Posted by [robbyke](#) on Sat, 07 Apr 2012 13:51:03 GMT

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The Guy in your Tree wrote on Sat, 07 April 2012 13:50robbyke wrote on Sat, 07 April 2012  
11:43i was wondering if it could make it possible on all maps that the mrls has a movable  
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ingame.

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i know mrls loses some nice stuff when it aint stationary but in main arty > mrls any time

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Subject: Re: Improve mrls

Posted by [Hypnos](#) on Sat, 07 Apr 2012 15:16:43 GMT

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robbyke wrote on Sat, 07 April 2012 14:51The Guy in your Tree wrote on Sat, 07 April 2012 13:50robbyke wrote on Sat, 07 April 2012 11:43i was wondering if tt could make it possible on all maps that the mrls has a movable launcher .

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That's where you're wrong, it makes the game balanced, leave it as it is.

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Subject: Re: Improve mrls

Posted by [reckneya](#) on Sat, 07 Apr 2012 15:43:12 GMT

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robbyke wrote on Sat, 07 April 2012 03:43i was wondering if tt could make it possible on all maps that the mrls has a movable launcher .

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To answer your question; yes you could but it would require you to have your players download an alternative model + what not to have that role out of the wf every time it's purchased.

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Subject: Re: Improve mrls  
Posted by [ehhh](#) on Sat, 07 Apr 2012 15:57:52 GMT  
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Perhaps learn how to use a mrls.

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Subject: Re: Improve mrls  
Posted by [robbyke](#) on Sat, 07 Apr 2012 17:51:52 GMT  
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ehhh wrote on Sat, 07 April 2012 17:57 Perhaps learn how to use a mrls.

i can use an mrls really well tbh it was just something i wondered, i dont need it

it was just an idea

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Subject: Re: Improve mrls  
Posted by [Xpert](#) on Sat, 07 Apr 2012 20:31:40 GMT  
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It's not a bug therefore won't be "fixed". If you want the rotatable MRLS, you can mod it on your own accord.

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Subject: Re: Improve mrls  
Posted by [liquidv2](#) on Sun, 08 Apr 2012 01:18:50 GMT  
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the moving turret turret mrls can still curve rockets; it's just incredibly difficult

Jelly Marathon ran a mod for a short while that increased MRLS damage and splash range, and GDI had a unit similar to the artillery for once

Nod techs were just as much in danger as GDI hotwires

it was removed because it seemed to be a bit too much somewhere in between where it was then and the original default would be good

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Subject: Re: Improve mrls  
Posted by [YesNoMayb](#) on Sun, 08 Apr 2012 02:35:26 GMT  
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Don't make the MRLS more overpowered than it already is.

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Subject: Re: Improve mrls

Posted by [StealthEye](#) on Mon, 09 Apr 2012 22:56:59 GMT

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As mentioned above, this can be done as a custom serverside mod that can be downloaded with the TT resource manager (or maybe even without it?). It is not TT's responsibility to implement this.

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