## Subject: Couple MRLS questions
Posted by YesNoMayb on Fri, 24 Aug 2012 01:59:32 GMT
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1. 6 Missile Locking

I haven't been able to do this very often. Is 6 locking something you can always do every time or does it require some luck? The pros talk about 6 locking like they do it all the time.


2. Taking less damage from MRLS missiles

I would shoot 6 missiles at a moving target; most of them would hit but do less damage. I'm not sure if anyone else has experienced this.

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## Subject: Re: Couple MRLS questions
Posted by Jamie or NuneGa on Fri, 24 Aug 2012 08:46:42 GMT
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YesNoMayb wrote on Fri, 24 August 2012 02:591. 6 Missile Locking

I haven't been able to do this very often. Is 6 locking something you can always do every time or does it require some luck? The pros talk about 6 locking like they do it all the time.


2. Taking less damage from MRLS missiles

I would shoot 6 missiles at a moving target; most of them would hit but do less damage. I'm not sure if anyone else has experienced this.


Aim underneath the turret, alternate left and right click for easy six lock.

Alternativly know the exact place under the turret to aim and just hold right mouse down.


If it looks like they hit but did less damage, then Ren's shitty coding is to blame. They didn't hit server side, only client side. A lot of six locks don't even look like they hit.

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## Subject: Re: Couple MRLS questions
Posted by Starbuzz on Mon, 03 Sep 2012 04:22:08 GMT
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I remember the first night of playing Rene after Jamie told me some 6-lockin secrets long time ago. At the time I had a very sucky laptop...it was so sucky I had to stick to vehicles only!

So on Field that same night I get the MLRS and from GDI base entrance, I was 6-locking arty after arty lol and soon the lead arty faggot on Nod started getting annoyed at me. My stomach was hurting like crazy as I was laughing my ass off each time I burst his ride.

Then I somehow kill a sak on the waterfall after all 6 missiles slammed into that bitch! And that dude screamed raged his mouth at me for having ROCKET HAX LMFAO!!! At first I was just amused but then the lead arty faggot also started accusing me of that and that's when I RAGED LOLED MY ASS OFF HAHAHAHAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

oh man lol I will never forget that amazing game and I have those SS too. Gotta dig it up. My most funniest game on Field ever!

Subject: Re: Couple MRLS questions
Posted by liquidv2 on Tue, 04 Sep 2012 04:15:52 GMT
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one time WarHawkVj got mad because one of my MRLS rockets landed on his sbh nuking the top of the bar on Canyon

Him on TS: Man, I wish my rockets could lock onto infantry...

Subject: Re: Couple MRLS questions
Posted by raven on Tue, 04 Sep 2012 07:55:48 GMT
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WarHawkBJ

I wonder what happened to him

Subject: Re: Couple MRLS questions
Posted by iRANian on Tue, 04 Sep 2012 12:01:27 GMT
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crack cocaine

Subject: Re: Couple MRLS questions
Posted by liquidv2 on Wed, 05 Sep 2012 01:08:54 GMT
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he realized he was terrible and moved on lol

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## Subject: Re: Couple MRLS questions
Posted by reborn on Wed, 05 Sep 2012 08:02:21 GMT
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Jamie or NuneGa wrote on Fri, 24 August 2012 04:46
Aim underneath the turret

Alternativly know the exact place under the turret to aim and just hold right mouse down.

I don't understand this, can you explain further, please?

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## Subject: Re: Couple MRLS questions
Posted by Jamie or NuneGa on Wed, 05 Sep 2012 09:04:53 GMT
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[quote title=reborn wrote on Wed, 05 September 2012 09:02]Jamie or NuneGa wrote on Fri, 24 August 2012 04:46
Aim underneath the turret

Alternativly know the exact place under the turret to aim and just hold right mouse down.
[/quote

I don't understand this, can you explain further, please?

It's hard to explain, the small gap between the turret of a tank and the rest of it. Its why some tanks are easier to 6-lock that others, for example arties.

Will try to post a video at some point (gimme a few days).

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## Subject: Re: Couple MRLS questions
Posted by reborn on Wed, 05 Sep 2012 09:55:26 GMT
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Thank you very much.

How would you Six Lock Infantry?

I guess the rockets home the bone if you have it in-sight or something?

Subject: Re: Couple MRLS questions
Posted by Jamie or NuneGa on Wed, 05 Sep 2012 21:54:59 GMT
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I have always aimed for the gun and it seems to work sometimes. Very hard to do imo.

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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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Subject: Re: Couple MRLS questions
Posted by Jamie or NuneGa on Wed, 05 Sep 2012 22:53:57 GMT
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Aircraftkiller wrote on Wed, 05 September 2012 23:22
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.

You misunderstand, I'm taking about rockets that appear to miss to everyone, yet still do damage.

I explained it poorly.

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Subject: Re: Couple MRLS questions
Posted by YesNoMayb on Thu, 06 Sep 2012 01:40:32 GMT
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I think you have misunderstood what I was asking in the second question. This happens with arties while up close(all the times it has happened, they have all been up close.) I'll give you an example: I was trying to destroy an arty on the right side of Hourglass. I locked maybe 5-6 missiles on him; they all hit but about 3 of them did less damage. He was moving backwards although I'm not sure how that could cause the missiles to do less damage. It could be Renegade's shitty coding like you said before. Either there is some movement you have to make or maybe it is the faulty coding.

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Subject: Re: Couple MRLS questions
Posted by liquidv2 on Thu, 06 Sep 2012 03:51:39 GMT
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i feel like sometimes a shell or rocket does a fraction of what it should
like the warhead is hitting but the splash is not, or vice versa

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Subject: Re: Couple MRLS questions
Posted by InternetThug on Mon, 17 Sep 2012 07:01:20 GMT
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Lmao I remember our 1v1s .. no one ever hit each other on our screens

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Subject: Re: Couple MRLS questions
Posted by Jamie or NuneGa on Mon, 17 Sep 2012 13:20:44 GMT
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Most important of all, always equip your mrl with two shovels,