

---

Subject: Re: Little "trial" on n00bstories servers - might be of general interest  
Posted by [Tunaman](#) on Mon, 27 Feb 2006 06:55:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Renx wrote on Sun, 26 February 2006 22:16m1a1\_abrams wrote on Sun, 26 February 2006 19:17Cool. Also, is it possible server-side to change the Orca/Apache cannon to be like the APC gun, reload time and bullet spray? One of the things that makes the aircraft so overpowering is that the gun has no reload at all, combined with the accuracy. It's such a little thing really, but we all know that having to plan around your reloads quite often gives enemy infantry time to escape when you're chasing them in an APC.

Nope, because then the missiles would use the same clip. I'm guessing that's why it's 999 in the first place.

You could set the spraycost\* of the missiles to be 0 though, so the only problem would be when you used the machine gun to empty your clip and then tried to fire missiles while reloading.

Edit: I accidentally said spraycount.. Not what I meant to say.

---