
Subject: The Aircraft RULE

Posted by [Anonymous](#) on Thu, 18 Apr 2002 23:15:00 GMT

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I don't actually mean they are good, but now that the patch is out it's SOOO easy to win. All I've been doing is using the good old flame rush or even using a buggy/hummvee or APC. They don't catch on, just buying copters like mad. It's a good thing some of us still have a brain.

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Thu, 18 Apr 2002 23:50:00 GMT

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yeah i still do the same thing one think i noticed tanks are useles aganst helis if they are right above them during my mamath rush i noticed i was really no match for heli i was to slow and couldnt shoot nothing

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:20:00 GMT

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I am trying find out what are the best keys to us to move around on foot and vechile. But at the same time enable me to fly around.Any Ideas?

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:35:00 GMT

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I use my mouse to fly. Thumb button (Logitech Mouseman) to descend, right button to ascend. In order to do it you need to set C and spacebar as the primary jump and crouch keys while setting MOUSE2 and MOUSE3 as secondary.As for my other keys:Mousewheel: change weapon] and [: zoom in and zoom out, respectivelyEnd: ReloadMOUSE1: fireMOUSE2: jump/ascendMOUSE3: crouch/descendForward Slash: UseENTER: Secondary FireSHIFT: WalkUp and Down: Forward and BackwardLeft and Right: strafe L/R.I find this config places all important keys near my hand, and since I hardly ever snipe, I don't use the zoom function much.

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 01:40:00 GMT

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Thx I'll have to try them out.

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 06:39:00 GMT

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i plyaed a game last night and with like 25 minutes kept all we had was the pp and teh barracks (we were gdi) and there entire team just kept buying apaches and chinooks (wich would be killed at high altitueds so they would all fall to threre death. but they never once brought any flmes in just aircraft. We eventually won on points becuase of the many vehcil kills. During that entire time i think 1 becon was placed.

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 07:01:00 GMT

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Lotsa people do that its pretty funny

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 10:36:00 GMT

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quote:Originally posted by not2dat4u:i plyaed a game last night and with like 25 minutes kept all we had was the pp and teh barracks (we were gdi) and there entire team just kept buying apaches and chinooks (wich would be killed at high altitueds so they would all fall to threre death. but they never once brought any flmes in just aircraft. We eventually won on points becuase of the many vehcil kills. During that entire time i think 1 becon was placed.Same here! Wonder if we were on the same server....We got toasted by stealths early on and were down to only the wep factory. They kept buying apaches and we kept taking them out with normal soldiers and a lot of teamwork. Even though we hadn't killed a single Nod building, we won on points.

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Posted by [Anonymous](#) on Fri, 19 Apr 2002 12:03:00 GMT

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^ Which is why you require support when you attack. Don't go out by yourself, 'Mammoth Rushing' because you'll be killed Bring along an Hummer to shoot those pesky choppers outta the sky. Support is crucial to any military venture.

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 12:18:00 GMT

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yeah dude the aircraft are cool

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 13:24:00 GMT

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I think that most of the players are wanting to use the aircraft because they are new...They aren't meant to be the bulk of any attacking force, only support.

Subject: The Aircraft RULE

Posted by [Anonymous](#) on Fri, 19 Apr 2002 15:14:00 GMT

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well, IMO i think they should be tunned up because they cant shoot anything above them, exept w/ the rockets which hardly ever hit anything....
