Subject: 180 rotate
Posted by Anonymous on Wed, 04 Sep 2002 21:45:00 GMT
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does any one use the 180 rotate key. just wondering if it gives an edge in the game.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 07:09:00 GMT
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nope dont use it.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 07:52:00 GMT
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nope, i never use it because i get confused when i do it. the time to just understand how you stand again is as long as the time for just turning arround.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 09:16:00 GMT
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I never use it.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 11:48:00 GMT
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I use it when im a sniper and when im getting ready to ambush someone when they are coming around the corner. Snipers can use this to sort of peek around the corner to snipe and make themselves a smaller tartget.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 12:08:00 GMT
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i don't use it

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 14:55:00 GMT
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i don't use a key but i select in options and it made my tank ability much better

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Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 15:02:00 GMT
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I use it. It's very useful when you are checking around to see if cloakers are trying to put C4 on you while sniping in a relativly unsafe area.

Subject: 180 rotate
Posted by Anonymous on Thu, 05 Sep 2002 21:05:00 GMT
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what key do you use it as. i have been using the arrows for movement and i run out of keys to program the extra keys. i have been think of getting the claw then i could program all on it. any way so those that use it say it helps. now in regarding to the theroy (i all ways die) to rUnning backwards to the OB does it help. i dont call it cheating unless you hack. its like if you where to trip on a stick and i shoot you its in the game.

Subject: 180 rotate
Posted by Anonymous on Fri, 06 Sep 2002 15:18:00 GMT
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I find it useful when i'm headin out of base in a tank, along with a few other tanks as support... i always check that they're close and following me. It's better just to quickly hit X twice to check that your mates are behind you rather than allowing your whole turret to turn round so you can see them - this is purely so that you can keep your turret facing forwards to counter any threat that may attack you.Edit: I never use this as infantry. [September 06, 2002, 15:20: Message edited by: npsmith82]

Subject: 180 rotate
Posted by Anonymous on Fri, 06 Sep 2002 16:59:00 GMT
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I use it when I'm in a tunnel and I come up to a Tee to the left and right. I head one way, make sure there's no one there, then I hit "x" so I don't get caught off guard. [September 06, 2002, 17:07: Message edited by: Zmanzig]

Subject: 180 rotate
Posted by Anonymous on Sat, 07 Sep 2002 00:29:00 GMT
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the defult is "x".

Subject: 180 rotate
Posted by Anonymous on Mon, 09 Sep 2002 11:56:00 GMT
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yup - i use it all the time --but i have it sync to a voice command (Game Commander 2) - so i say "flip" and i'm pointing the other way.excellent to use in tunnel fighting or when your on the field checking for the SBH sneaking up on you.not so good for vehicles - takes to long for the turret to turn...

Subject: 180 rotate
Posted by Anonymous on Wed, 11 Sep 2002 00:19:00 GMT
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it looks alful when you do ithe doesn't turn around its just what?!it looks like the worst thing in the game!