
Subject: Building + Flame Tank = Trouble
Posted by [Genesis](#) on Fri, 04 May 2007 01:19:49 GMT
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I'm having a hard time dealing with an anomaly with my new structure. I can place it into my maps, give it the correct name and even damage it perfectly fine with conventional weapons. Unfortunately, bad things happen when you attack the structure with a flame based weapon.

For some reason its extremely flammable and burns like paper. A flamethrower infantry would have little trouble burning it to the ground in a matter of minutes, which is more than a little disturbing given its high defense.

Building has CNCStructureHeavy as both its skin and "shield" type. It has 1000 hit points on the skin. Does anyone know what might be the cause of this problem?

Edit: My bad for not checking the search results more thoroughly. Problem has now been remedied.
