
Subject: Re: Some Fixes, Some Ideas

Posted by [saberhawk](#) on Sun, 10 Aug 2008 18:16:19 GMT

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

Screenshot of Weapon_FlameTank_Player with certain details circled. If double damage or other effects were intended on secondary fire, they would be controlled by these settings. Instead, they are the same. Therfore different behavior on secondary fire is clearly a bug.

File Attachments

1) [clearlybug.png](#), downloaded 302 times

