Subject: Re: Some Fixes, Some Ideas
Posted by _SSnipe_ on Sun, 10 Aug 2008 20:38:07 GMT

Saberhawk wrote on Sun, 10 August 2008 13:33Reaver11 wrote on Sun, 10 August 2008 15:05SSnipe wrote on Sun, 10 August 2008 14:09people just like the bugs cause there used to exploiting them and using them so they fight against it but a bug is a bug and one that throws the gameplay needs fixing

anyways another friend told me he always thought that right click on the flamer just damage more cause it was coming out of the right side so pretty much saying only shoots out one side...

Yes atm it is bug that the flametank animation is displayed twice and it should only be one. But you dont have to delete this functionality just because it displays the animation twice. I would say try to get rit of the double animation. If you look at how it works you clearly see the system isnt a bug. The system is bugged (flamer animation).

That are two different things. As I read stealtheyes post they have just changed the checks so it doenst work anymore. Why would you disable a unique system?

EDIT: Disabeling is adverting the problem and changing the gameplay. (you are not fixing it)

We aren't "disabling" anything, we are fixing a "logic" bug. If the flametank was ment to fire two flame rays from the first secondary barrel location, the second secondary barrel location would have been in the exact same location as the first. Instead, there are no secondary barrels defined at all and the logic error places both secondary barrels in the first primary barrel location instead of in the primary barrel locations.

say what....