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Subject: Re: Some Fixes, Some Ideas  
Posted by [CarrierII](#) on Sun, 10 Aug 2008 20:48:59 GMT  
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This is the issue, represented graphically.

The green "flame" on the last tank represents the fact the the animation plays but does not actually cause damage.

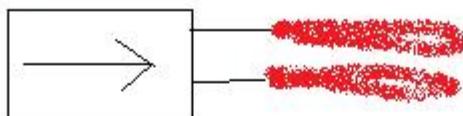
The arrows indicate the direction the tank is facing.

Understand now?

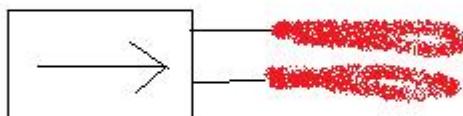
#### File Attachments

1) [FlameTankGraphicExplanation.jpg](#), downloaded 639 times

#### Primary fire



What secondary fire should do  
(See SaberHawk's earlier image)



Poor/Unfinished code inside Renegade's engine causes this to occur instead

