
Subject: Re: Some Fixes, Some Ideas

Posted by [trooprm02](#) on Tue, 12 Aug 2008 03:45:17 GMT

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Saberhawk wrote on Mon, 11 August 2008 20:13trooprm02 wrote on Mon, 11 August 2008 20:00Ok, let me review:

- 1)Right click flamer/mrl give no kind of "advantage" whatsoever
- 2)they add a gameplay tactic

So the question is, even if it is "mathematically" wrong matching that to gameplay doesn't make sense especially because of the 2 points mentioned above so why remove it?

Its the same issue with the points fix, the code might be mathematically wrong, but really WHO FUCKING CARES, ingame gameplay is balanced, if it wasn't westwood would have noticed and fixed it themselves during beta and after release in the patches BUT THEY DIDN'T. And this is in no way personal, I, like the majority of the community disagree with a few of these "fixes".

Right, so let's review:

- 1) Right click on flame tank causes double damage via the first primary muzzle, while none via the second primary muzzle.
- 2) This exploit was not noticed during Westwood QA because of another bug. This other bug causes emitters for secondary fire modes to be displayed at the primary muzzles instead of the secondary muzzles. *No* vehicle in vanilla Renegade has emitter weapons (aka flamethrower) and two sets of muzzles so it's very likely that it was never noticed.
- 3) There is no documentation whatsoever from Westwood that the flame tank has a secondary fire mode.

I obviously know what they do, but how do they effect balance/gameplay at all negatively? They actually even out renegade more if anything, even if it was unintentionally we just got lucky then didn't we (ie:mrl right click on hourglass vs arty)? So why remove something that has 0 negative effects and adds an additional strategy to this game? Fine, fix the flamer animation if you really have to, but then the MRL is perfectly fine..