
Subject: Did TT make any changes to Flamers vs Infantry?

Posted by [Starbuzz](#) on Fri, 01 Nov 2013 19:02:18 GMT

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Seems like it is easier to kill characters with Flamers now. Or maybe I am doing something right without even knowing it lol.

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [liquidv2](#) on Fri, 01 Nov 2013 19:51:15 GMT

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i was right clicking with a flame tank yesterday and doing jack shit for damage to a Hotwire i felt like left clicking did more for some reason

as for flamethrower infantry, i haven't the slightest idea
the few times i've tried i've actually taken people out that i really shouldn't have lol

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [Xpert](#) on Sat, 02 Nov 2013 02:54:07 GMT

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Fricken flamers are garbage against infantry. Couldn't do jack shit against a few soldiers on Canyon when rushing with one. Literally took forever to kill them.

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [Gen_Blacky](#) on Sat, 02 Nov 2013 08:17:32 GMT

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Starbuzz wrote on Fri, 01 November 2013 13:02Seems like it is easier to kill characters with Flamers now. Or maybe I am doing something right without even knowing it lol.

what server where you on jelly?

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [ehhh](#) on Sat, 02 Nov 2013 08:31:55 GMT

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rc has the flame tank edited so it does pre 4.0 damage

pretty sure the flame trooper hasnt been changed though.

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [Gen_Blacky](#) on Sat, 02 Nov 2013 09:10:23 GMT

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dragonade I think mimics the muzzle bug for the flamers.

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [ehhh](#) on Sat, 02 Nov 2013 09:54:15 GMT

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or did shai turn it off again?

i cant remember lol

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [Ethenal](#) on Sat, 02 Nov 2013 13:50:50 GMT

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Gen_Blacky wrote on Sat, 02 November 2013 04:10dragonade I think mimics the muzzle bug for the flamers.

Dragonade stock does that? Or a plugin?

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [ehhh](#) on Sat, 02 Nov 2013 14:17:21 GMT

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pretty sure you can turn it off and on

might be wrong though!!

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [EvilWhiteDragon](#) on Sun, 03 Nov 2013 09:35:36 GMT

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Starbuzz wrote on Fri, 01 November 2013 20:02Seems like it is easier to kill characters with Flamers now. Or maybe I am doing something right without even knowing it lol.

Well, there was this bog which caused only one of the muzzles to actually fire when you pressed the right mousebutton, instead of both. That's what has been fixed and might ever so slightly suggest that the flamer changed in TT.

Subject: Re: Did TT make any changes to Flamers vs Infantry?
Posted by [Jamie or NuneGa](#) on Sat, 16 Nov 2013 15:40:10 GMT
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aim for the head

Subject: Re: Did TT make any changes to Flamers vs Infantry?
Posted by [liquidv2](#) on Sat, 16 Nov 2013 17:49:46 GMT
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the issue i have with fixing the right click glitch was that flame tanks are pretty terrible against infantry without it
they blow straight fire, but can't actually hurt flesh because of game mechanics
unless a soldier is going to walk in a straight line, or sticks their head up the tank barrel, good luck killing infantry consistently

Subject: Re: Did TT make any changes to Flamers vs Infantry?
Posted by [ehhh](#) on Sat, 16 Nov 2013 18:20:01 GMT
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right click was op

you could kill engi within a second, so if you were good, you were untouchable when gdi had no barr.

i prefer the fix.

Subject: Re: Did TT make any changes to Flamers vs Infantry?
Posted by [liquidv2](#) on Sat, 16 Nov 2013 19:01:59 GMT
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it was OP if the driver didn't suck, but it's too weak now
that's why i was proposing a 1.5x fire damage increase against infantry for Jelly Marathon
the reason i gave up on that notion is because Nod doesn't need more help lol

Subject: Re: Did TT make any changes to Flamers vs Infantry?
Posted by [Starbuzz](#) on Mon, 18 Nov 2013 00:55:55 GMT
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Jamie or NuneGa wrote on Sat, 16 November 2013 10:40aim for the head

thank you thank you thank you!!!! All hail the NuneGa!

I started this thread because I killed two PICS with Flamer just like that on Complex covering a nuke; I was astonished.

I believe it was on RenCorner so their mod may have to do something with it. But I have seen some players kill me with their Flamers real fast even on Jelly...will try experiment with this later.

inc Flamebuzz

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [liquidv2](#) on Mon, 18 Nov 2013 01:29:28 GMT

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if people allow you to hit the head from up close, shit dies insanely fast
same goes for a chem guy - try sneaking up on an engi repping a building or some afk person and watch how quickly they drop

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [EvilWhiteDragon](#) on Mon, 18 Nov 2013 08:22:02 GMT

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Ghee, the 5x multiplier means that anything dies fast if you're able to consistently hit the head.

Subject: Re: Did TT make any changes to Flamers vs Infantry?

Posted by [liquidv2](#) on Mon, 18 Nov 2013 18:06:37 GMT

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no shit sherlock

the point being it's hard to hit anything with the flamethrower, but if it actually can it kills shit exponentially faster because the slow ass projectiles actually land

rather than just 5x, it kills maybe twenty times faster lol

it's unlike any other weapon in that regard (aside from the chem sprayer)
