

---

Subject: Repair Gun alt fire

Posted by [flyingfox](#) on Fri, 16 Jul 2004 13:13:58 GMT

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

---

That's pretty irrelevant though. I'm looking at

Quote:improvements for C&C: Renegade

in the name of variety and new features. Besides, the burn would be a lot easier to use and many people can't use the pistol that well. Not to mention it's range only reaches that of the normal blue repair module. If you were new or your skill was in the mid levels, wouldn't you want something that was easy to use? It's the reason people pick the flamethrower over the shotgunner for close range combat.

Anyway I would appreciate if someone could expand on my idea since I have no idea how to modify objects.ddb and can only run a 4 player anyway.

Edit: Abrams, the power of the burn would be symmetrical to the power of the heal. I'd say that was excellently balanced, and (without offence, because this applies to me too) you can't speak about balance in this instance without actually trying the mod out yourself. Who is to say the secondary function wasn't intended to have a burn anyway?

---