
Subject: Re: Some Fixes, Some Ideas

Posted by [StealthEye](#) on Wed, 23 Jul 2008 13:37:44 GMT

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- 1) Don't think so.
 - 2) Don't think so either.
 - 3) Not useful, we try to focus on useful things atm.
 - 4) I think that would get crowded on your radar...
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- 1) I think it's lag related, I don't think we can fix it atm.
 - 2) Perhaps.
 - 3) Hard to reproduce thus hard to fix.
 - 4) Hard to fix.
 - 5) Define "glitch killing"?
 - 6) No idea. Another TT member should know more about this.
 - 7) Done.
 - 8) Would be good.
 - 9) Flame tank only damages with one turret instead of two using secondary fire. Not sure whether we can fix this but we will try.
 - 10) That's used by so many people, I don't think fixing it would be good.
 - 11) It doesn't do less damage, it's just that as the first C4 detonates, the second C4 is removed because it is no longer attacked. We could consider working around it somehow, I won't promise anything though.
 - 12) Hm? What do you mean?
 - 13) Probably happens if you wait a while after going in scope. Probably not going to be fixed.
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