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Subject: Re: Some Fixes, Some Ideas

Posted by [StealthEye](#) on Sun, 10 Aug 2008 11:51:37 GMT

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Quote:Because the secondary fire isnt a bug. Well maybe a unfixed concept.From the code, it's clearly a bug that it happens, the bug is not that the flames show up at both muzzles.

The reason it was bugged is this: the flame tank has two muzzles defined, only the primary fire ones. The game tries to guess what the secondary fire muzzles should be. It changes the muzzles like this:

primary muzzle 1: assumed to always be set.

primary muzzle 2: if unknown, this is set to primary muzzle 1.

secondary muzzle 1: if unknown, set to primary muzzle 1.

secondary muzzle 2: if unknown, set to secondary muzzle 1.

This works usually, when there is only one muzzle set or when primary1 and secondary1 are set properly. It fails however when primary1 and primary2 are set, but both secondaries are not. In that case, secondary muzzle 2 will be set to primary muzzle 1, which makes no sense. I changed it to set secondary muzzle 2 to primary muzzle 2 if secondary muzzle 1 was not set.

Chuck, yes I agree that it is obviously a bug, although since so many players use it I think it would be better to fix it by adding PT's to the outside than to make it impossible to use them through walls. Other than that, I'm unsure about how easy/hard it would be as well. About the defending against nukes: well, in for example 2vs2 games, a barracks nuke would hardly be stoppable if you can not get an engineer on the outside and have to kill the sbh with your hottie/engi. In large games you are right, but in small games I can't say it's totally deserved to get a building with an SBH nuke just because the player had to walk for so long. Nonetheless I don't like a bug to fix that problem, I'd rather have a PT on the outside on the back of the barracks or something. Either way it's probably too much work and/or too controversial.

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