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Subject: Re: Some Fixes, Some Ideas

Posted by [Reaver11](#) on Sun, 10 Aug 2008 12:54:11 GMT

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There is an easy fix for the flametank and it is way better then just making it impossible to use.

If you just setup the B muzzle on the model on the right side (as what the secondary fire did)

Then you keep the flamer the way it always has been only now it has really a secondary weapon. Thus you arent changing ANY other unit by 'fixing' this.

I have to agree with TD please fix the major bugs like bluehell and such first (although the pct outside should be fixed, and the pointfix has to be here too those is what I call clearly bugs)

Here is the rocketemplacement. Mostly you cant use it or it seems like it isnt doing anything because you cant hit anything.

On this unit using A1 and A2 bone + the weapon setup will not let you hit anything. Though using the 'fake secondary fire. You can finally hit something. By only firing out of one bone.

If I get it right out of your post this will no longer be available in TT?

Just give the flamer a B muzzle and then people in mods can still use this unique feature and you have your fix without altering the gameplay that is here for 6 years.

Please dont take away these features for modders. Otherwise TT wont be useful for them. (and I dont want to make a totalconversion just to use this feature)

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