
Subject: Re: Some Fixes, Some Ideas

Posted by [Goztow](#) on Sun, 10 Aug 2008 16:00:48 GMT

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troopr02 wrote on Sun, 10 August 2008 16:47: So wait, has the right click flamer and mrl thing been removed? Those are clearly not glitches, no idea what people are smoking if they say they are.... Only thing I would suggest is right click flamer, change the animation so that the right turret doesn't shoot anything but the downside would be your enemy would know you are using it and that is now hidden.... those 2 things should be untouched. And I agree, leave pt thro wall untouched as well. TD put it well when he described what the patch was originally going for, even though now it has been sidetracked a little bit.

Your whole argument on the right click tank use is super flawed. It's like saying: you should be able to plant an ion without people seeing that you're planting it, otherwise they'll adapt to that situation.

There's two possible solutions indeed:

- * secondary fire == primary fire
- * change the animation so that you only see fire through one barrel

Then at least people will stay away from you and can counter it.
