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Subject: Re: flame tank right click

Posted by [StealthEye](#) on Wed, 15 Aug 2012 19:15:33 GMT

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It's definitely a bug, they misnamed the barrel names in one part of the code. If they would have intended this behavior, then they would have implemented it differently, and they would not have had the weird "dummy flame shows up" thing.

A totally different question is if it works out for gameplay. I think there's two options: make the flame visually only fire from the left barrel on right click and apply double the damage, or the current solution, where there is no difference between left and right click. The former would possibly be the best solution to affect gameplay as little as possible, although the latter was what was originally intended by Westwood.

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