Subject: Is there a way to reduce the emitter detail on Flame Tanks?
Posted by flyingfox on Fri, 02 Jul 2004 21:34:56 GMT

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htmlgodWell to reduce the FPS drop, you would have to reduce the number of projectiles being fired, so to compensate you would also have to raise the amount of damage done by each projectile. In the end it would probably significantly change the functionality of the Flame Thrower weaponry, and so it is unlikely that it will ever be approved by Renguard. Maybe in one of their Core Patches they will address this issue, but it seems unlikely to me.

Thanks, and I think it may be possible to keep the balance although flamethrowers and chemical sprayers do seem to be quite dynamic in damage compared to the rest of the features in the game. Maybe lag is the cause of that. But anyway lets say for each flame fired, 3 projectiles hit and for each projectile, 3 damage is done. That would = 9 damage. If you make 1 flame fire 1 projectile, just give that projectile 9 damage. In theory this would work out the same, but it's probably more complicated than that and it might end up giving flamethrowers more power than usual because of the way the projectiles hit around near the flame and normally every projectile might not hit an enemy because of this. With a single projectile being used for a single flame it would do maximum damage if hit and no damage if missed, even in the flame touched the enemy.