
Subject: Flamethrower upgrade
Posted by [Dudeilalien](#) on Fri, 15 Jul 2005 17:53:27 GMT
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I think that the flamethrowers flame should be wider. whenever you fire at someone they have to be in the middle of the little flame to do damage.

Subject: Re: Flamethrower upgrade
Posted by [Dr. Lithius](#) on Fri, 15 Jul 2005 18:11:56 GMT
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And I think the Flamethrower should work like it does in other games such as Return to Castle Wolfenstein.(Say. . .flames bouncing off walls instead of going through them.) However, that would require far more work than anyone at Blackhand Studios would be willing to do. IE, redoing a small chunk of the original source code.

Subject: Re: Flamethrower upgrade
Posted by [danpaul88](#) on Fri, 15 Jul 2005 21:55:57 GMT
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More to the point, they should have a longer range, as a real flame thrower literally throws a jet of flame...

Subject: Re: Flamethrower upgrade
Posted by [=HT=T-Bird](#) on Fri, 15 Jul 2005 22:23:26 GMT
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Longer AND wider would be nice, but the doggone HUD in Renny doesn't support different reticles for each weapon. I'd like to see a system like Halo's (each weapon in Halo has it's own unique reticle).

Subject: Re: Flamethrower upgrade
Posted by [danpaul88](#) on Fri, 15 Jul 2005 23:50:44 GMT
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BattleField2 also offers different reticles for each weapon, it would be nice to be able to have a more / less accurate reticle for different weapons...but its not exactly essential...

Subject: Re: Flamethrower upgrade
Posted by [Chronojam](#) on Sat, 16 Jul 2005 09:20:23 GMT
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If custom scopes can be applied, why not custom reticles? Have each weapon summon up its own overlaid reticle.

Subject: Re: Flamethrower upgrade
Posted by [danpaul88](#) on Sat, 16 Jul 2005 10:08:55 GMT
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I didnt say it was not possible, I just said it was not something that urgently needs doing, unless someone has too much time on their hands

Subject: Re: Flamethrower upgrade
Posted by [XeonTeam](#) on Tue, 19 Jul 2005 11:30:52 GMT
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Joseph Collins wrote on Fri, 15 July 2005 14:11And I think the Flamethrower should work like it does in other games such as Return to Castle Wolfenstein.(Say. . .flames bouncing off walls instead of going through them.) However, that would require far more work than anyone at Blackhand Studios would be willing to do. IE, redoing a small chunk of the original source code.

i dont think it would take as much work as you say... there is an ammo property in the objects.dbd that allows for an ammo to bounce of objects. I do not know anbout its cosmetic apperance, it may still look like it was going through the wall, but physically it would bounce off the walls and floors up to the number of times stated in the ammo properties.

Subject: Re: Flamethrower upgrade
Posted by [danpaul88](#) on Tue, 19 Jul 2005 11:57:49 GMT
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thats desined for grenades though, it would probably just make it look daft, but worth a try...

Subject: Re: Flamethrower upgrade
Posted by [XeonTeam](#) on Tue, 19 Jul 2005 12:18:27 GMT
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I know, i have used this before to make cheats, so that you can shoot "around" corners.

Subject: Re: Flamethrower upgrade
Posted by [=HT=T-Bird](#) on Tue, 19 Jul 2005 13:01:53 GMT
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XeonTeam wrote on Tue, 19 July 2005 07:18 I know, i have used this before to make cheats, so that you can shoot "around" corners.

I'll have to try banking grenade launcher rounds around corners someday

Subject: Re: Flamethrower upgrade
Posted by [XeonTeam](#) on Tue, 19 Jul 2005 16:00:09 GMT
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Is this sarcastic....

I did highlight "around", i did not mean it literally.

Subject: Re: Flamethrower upgrade
Posted by [Renerage](#) on Wed, 03 Aug 2005 16:13:29 GMT
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where can i find the place where i can change weapon damage/range?

Subject: Re: Flamethrower upgrade
Posted by [mafield24](#) on Fri, 05 Aug 2005 22:30:02 GMT
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yes that would be nice

Subject: Re: Flamethrower upgrade
Posted by [TEKNIK](#) on Sat, 06 Aug 2005 00:52:34 GMT
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Im not really very good with modding, but i think you change that in the objects.ddb file?

Subject: Re: Flamethrower upgrade
Posted by [Dave Mason](#) on Sat, 06 Aug 2005 13:06:03 GMT
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XeonTeam wrote on Tue, 19 July 2005 12:30 there is an ammo property in the objects.ddb that allows for an ammo to bounce of objects.

Subject: Re: Flamethrower upgrade
Posted by [Zonekill9](#) on Sun, 21 Aug 2005 04:35:59 GMT
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This was asked before I beleive, and it was answered that it would'nt be fair because the people WITHOUT renguard would be penalised.
