
Subject: URGENT Flamer question:
Posted by [Starbuzzz](#) on Sat, 23 Aug 2008 14:37:58 GMT
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You guys gotta help me out here.

I read on the TT forum NuneGa saying right-click with Flamer is important. So, for the past 1 week, I have been using right-click on my flamer. I did not know that before.

But guess what? EVERYONE I ATTACK says I am having a damage hax. WHAT? I never really used Flamer before against Vehicles but they all say I am haxing? All I am doing is pressing right-click. And I have no hax.

Help me out here please.

-pawky

Subject: Re: URGENT Flamer question:
Posted by [nope.avi](#) on Sat, 23 Aug 2008 14:53:19 GMT
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It isn't hax, I'm pretty sure it's a bug(which is debatable) and thatsome bone or something does double damage to infantry if you right click.

Subject: Re: URGENT Flamer question:
Posted by [Starbuzzz](#) on Sat, 23 Aug 2008 14:57:45 GMT
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I know it was a glitch from reading stuff on the TT forums. Or it could just be people complaining before they never really got attacked by a Flamer while they were in a tank themselves. Flamers EAT when they are within range.

Anyway, buying a Flamer is like a new appealing trend for me for the past couple weeks in Ren lol

Subject: Re: URGENT Flamer question:
Posted by [Goztow](#) on Sat, 23 Aug 2008 16:26:51 GMT
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Right click = double damage left but no damage at all right. It's a bug that should and will be fixed.

Subject: Re: URGENT Flamer question:
Posted by [Starbuzzz](#) on Sat, 23 Aug 2008 16:30:38 GMT

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Ahh I see. Is it somehow related with the fact that in some vehicles, right-gives advantage?

MLRS and Stank rockets seem to home-in well when using right click. But when left-clicking, they seem to just shoot unguided.

Subject: Re: URGENT Flamer question:
Posted by [nope.avi](#) on Sat, 23 Aug 2008 18:20:25 GMT

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Just look at this topic

http://www.renegadeforums.com/index.php?t=msg&th=29669&start=0&rid=2_3545

Subject: Re: URGENT Flamer question:
Posted by [ErroR](#) on Sun, 24 Aug 2008 13:07:31 GMT

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MLRS and FLAMER have 2 muzzles and of i use right click it shoots from 1 muzzle only (at flamer it seems like it shoots from 2 muzzles but only 1 does damage and it's easy to hit something small if ur close to it) To see how this example works i hooked a vold auto rifle to the flamer (no flame only volt) and if press right click it shoots only from one muzzle (the second one duz nothing)

Subject: Re: URGENT Flamer question:
Posted by [saberhawk](#) on Sun, 24 Aug 2008 14:14:13 GMT

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ErroR wrote on Sun, 24 August 2008 08:07MLRS and FLAMER have 2 muzzles and of i use right click it shoots from 1 muzzle only (at flamer it seems like it shoots from 2 muzzles but only 1 does damage and it's easy to hit something small if ur close to it) To see how this example works i hooked a vold auto rifle to the flamer (no flame only volt) and if press right click it shoots only from one muzzle (the second one duz nothing)

More like one does double damage...

Subject: Re: URGENT Flamer question:
Posted by [JoeBro](#) on Mon, 25 Aug 2008 14:35:17 GMT

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I've heard of this bug before... very interesting, indeed. While the right-click shoots out farther, it

does damage only from one muzzle, even though there are two firing out, well, FIRE! lol I only use this when the enemy isn't in range yet from the left-click fire. When you want to kill individual infantry, it is better to use right-click. But, if you want to use the flame tank for what it was meant for (close range destruction), then it is best to use left-click (if you are in range, that is).

Subject: Re: URGENT Flamer question:
Posted by [Herr Surth](#) on Mon, 25 Aug 2008 15:07:43 GMT
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left click is not "best" for anything.

Subject: Re: URGENT Flamer question:
Posted by [liquidv2](#) on Tue, 26 Aug 2008 00:29:38 GMT
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i think it should be left in; in cnc 1 a flame tank killed any infantry unit aside from a commando in one wave of fire

this game is supposed to be a fps of that game, and a flame tank without using right click can't kill infantry very quickly unless you're like 10 feet or less away

it adds up though it doesn't make a lot of sense, except in a way it does make sense

Subject: Re: URGENT Flamer question:
Posted by [Goztow](#) on Tue, 26 Aug 2008 07:18:38 GMT
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liquidv2 wrote on Tue, 26 August 2008 02:29: i think it should be left in; in cnc 1 a flame tank killed any infantry unit aside from a commando in one wave of fire

this game is supposed to be a fps of that game, and a flame tank without using right click can't kill infantry very quickly unless you're like 10 feet or less away

it adds up though it doesn't make a lot of sense, except in a way it does make sense
Renegade was inspired by C&C1 but it's far from being a copy of it! Not even all units were included.

Just an example to state my point: in cnc1 an engineer could capture a building by simply entering it. In renegade an engineer needs to enter a building and can't even kill it on its own (lack of c4).

In C&C1, a technician was a useless unit with a pistol that sometimes spawned out of a dead tank. In Renegade, it's one of the 1337est infantry units.

Subject: Re: URGENT Flamer question:
Posted by [Foxtrot](#) on Tue, 26 Aug 2008 14:17:00 GMT
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Also in C&C it took ages for a tank to kill infantry, always thought that was ridiculous

Subject: Re: URGENT Flamer question:
Posted by [liquidv2](#) on Sun, 31 Aug 2008 08:27:10 GMT
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i know stuff will get lost in translation and it's not going to be a 100% match; they did their best to convert that rts game to an fps game trying to preserve similarities while trying to not fuck up the gameplay
and they did a great job

in cnc1 it took 3 flame tanks to kill a mammy, but in ren just one can do it if it gets close; just a rts to fps difference
but a flame tank really should raise hell against infantry if anything because that was its purpose

in my opinion the flame tank is fine how it is, but if someone feels the need to change it nothing i can do or say will stop em

Subject: Re: URGENT Flamer question:
Posted by [nikki6ixx](#) on Sun, 31 Aug 2008 08:42:54 GMT
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I honestly thought this was going to be a thread about who's out of the closet on RenForums.
