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Subject: Re: Some Fixes, Some Ideas

Posted by [trooprm02](#) on Tue, 12 Aug 2008 01:00:20 GMT

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Ok, let me review:

- 1)Right click flamer/mrl give no kind of "advantage" whatsoever
- 2)they add a gameplay tactic

So the question is, even if it is "mathematically" wrong matching that to gameplay doesn't make sense especially because of the 2 points mentioned above so why remove it?

Its the same issue with the points fix, the code might be mathematically wrong, but really WHO FUCKING CARES, ingame gameplay is balanced, if it wasn't westwood would have noticed and fixed it themselves during beta and after release in the patches BUT THEY DIDN'T. And this is in no way personal, I, like the majority of the community disagree with a few of these "fixes".

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