
Subject: flame tank right click

Posted by [Major-Payne](#) on Mon, 13 Aug 2012 17:04:27 GMT

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why was the right click left nozzle double damage removed from the flame tank?

Any tank can basically kill any infantry easily, except the flame tank now...

Subject: Re: flame tank right click

Posted by [liquidv2](#) on Mon, 13 Aug 2012 17:37:20 GMT

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as a balance thing, i think both barrels should do double against infantry (if that's possible) the flame tank in C&C 1 would melt any infantry unit with two quick blasts, but in Renegade it completely sucks moth cocks against them (as does the flamethrower soldier)

at least with the right click bug, flame tanks were able to contend with infantry at close range (like they were intended to)

Subject: Re: flame tank right click

Posted by [ehhh](#) on Mon, 13 Aug 2012 17:54:49 GMT

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because it was a bug in the coding or sommet

Subject: Re: flame tank right click

Posted by [Hypnos](#) on Mon, 13 Aug 2012 21:23:14 GMT

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It might of been unintentional, but it makes a lot of sense.

Subject: Re: flame tank right click

Posted by [Aircraftkiller](#) on Tue, 14 Aug 2012 02:37:51 GMT

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It makes no sense to do double-damage from only one nozzle. It makes no sense to do double-damage at all.

Subject: Re: flame tank right click

Posted by [Major-Payne](#) on Tue, 14 Aug 2012 06:52:20 GMT

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Aircraftkiller wrote on Mon, 13 August 2012 19:37: It makes no sense to do double-damage from only one nozzle. It makes no sense to do double-damage at all.

Well it's still the same amount of damage, since the other nozzle won't be used.

Instead of 50/50, it's 100/0, which allows for more specialized aiming

Subject: Re: flame tank right click
Posted by [Gen_Blacky](#) on Tue, 14 Aug 2012 07:43:07 GMT
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they fixed something with the muzzle bone.

Subject: Re: flame tank right click
Posted by [liquidv2](#) on Tue, 14 Aug 2012 17:52:01 GMT
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from a C&C 1 perspective, it hardly looks fixed at all
the flame tank, which was the best anti-infantry vehicle in the game basically, is now the worst at killing infantry
i'm sure harvesters get more kills on average

but if you insist

Subject: Re: flame tank right click
Posted by [Major-Payne](#) on Tue, 14 Aug 2012 19:24:25 GMT
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As it stands now, the flamer is the only tank in the game which can't kill infantry at any rate unless they are half-dead already, or stupid enough to be squished.

You can easily rip heads apart with hummers, buggies and apcs, headshot with meds and lights, artys and mrls goes without saying, once you figure it out you can regularly double bodyshot or headshot people with stanks and mammoths of course just rape.

But flame tanks? They can't even get 2 bars off infantry.

It's kind of retarded since it's been a standard thing for TEN YEARS to use right click against infantry and NOBODY ever saw it as a bug, I always thought it was part of the game, just like mrls right-click.

Why would you remove that?

Subject: Re: flame tank right click
Posted by [ehhh](#) on Tue, 14 Aug 2012 20:15:57 GMT
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well the flame tank destroys any vehicle, making it shit at killing infantry, seems fair.

Subject: Re: flame tank right click
Posted by [liquidv2](#) on Wed, 15 Aug 2012 04:45:48 GMT
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in order to do any damage whatsoever, it has to be right next to its target
more or less
it's realistic to say that fire would melt through tank armor more easily than it would human flesh
and body armor

Subject: Re: flame tank right click
Posted by [Major-Payne](#) on Wed, 15 Aug 2012 06:46:55 GMT
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ehhh wrote on Tue, 14 August 2012 13:15 well the flame tank destroys any vehicle, making it shit
at killing infantry, seems fair.

Well the way it used to be before 4.0 is that any tank can basically destroy any tank (save for the
buggy and hummer, which I've only seen happen in CWs) and kill any kind of infantry in one on
one.

Now the Flame tank is the ONLY tank that can't kill any infantry capable of doing acceptable
damage one on one.

If you wanted to cover a nuke with a flame tank in the past you could drive back and forth and
drive back and right-click hotties in the face if they wanted to mote you, now all you can possibly
do to kill them is squish them, and they will remote you quite easy.

The flame tank is mostly a rush-to-the-base tank, and it is now MUCH less capable of doing this
since it has no way of defending against infantry, so it can't hold out as long as it used to. I
remember I used to camp behind the wf on islands with an early flamer if I got my motes/timed off.
This is now completely impossible since you can't kill infantry around the corner anymore

Subject: Re: flame tank right click
Posted by [EvilWhiteDragon](#) on Wed, 15 Aug 2012 08:03:35 GMT
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Major-Payne wrote on Tue, 14 August 2012 21:24 As it stands now, the flamer is the only tank in
the game which can't kill infantry at any rate unless they are half-dead already, or stupid enough

to be squished.

You can easily rip heads apart with hummers, buggies and apcs, headshot with meds and lights, artys and mrls goes without saying, once you figure it out you can regularly double bodyshot or headshot people with stanks and mammoths of course just rape.

But flame tanks? They can't even get 2 bars off infantry.

It's kind of retarded since it's been a standard thing for TEN YEARS to use right click against infantry and NOBODY ever saw it as a bug, I always thought it was part of the game, just like mrls right-click.

Why would you remove that?

Because the reason it did that was a bug, one that was noticable with other aspects of the game. I'm not sure if the flametank issue was discussed at that time.

Subject: Re: flame tank right click

Posted by [Reaver11](#) on Wed, 15 Aug 2012 17:26:41 GMT

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<http://www.renegadeforums.com/index.php?t=msg&th=29751&prevloaded=1&rid=22503&start=0>

Here is the old topic concerning the flamer. (starts on page 2)

Subject: Re: flame tank right click

Posted by [liquidv2](#) on Wed, 15 Aug 2012 18:02:37 GMT

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we might just mod flame tank damage on Jelly Marathon and set it back
i know you're trying to help, but that one doesn't

Subject: Re: flame tank right click

Posted by [Xpert](#) on Wed, 15 Aug 2012 18:50:25 GMT

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The flame tank fix should be a server side option. I didn't think the flame tank right click was a bug. I also thought it was just part of the game and it was great in taking out infantry at close range. Now it's useless against infantry.

Subject: Re: flame tank right click

Posted by [liquidv2](#) on Wed, 15 Aug 2012 19:09:48 GMT

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it seems buggy because it's only one side, but it was necessary
how hard would it be to make flame tanks do double damage from both nozzles against infantry
only on Jelly Marathon?

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.

Subject: Re: flame tank right click
Posted by [Gen_Blacky](#) on Thu, 16 Aug 2012 00:46:01 GMT
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you can reproduce the bug for flame tanks easily serverside without removing the fix. No point in removing it in case maps use other weapons with a similar problem.

Subject: Re: flame tank right click
Posted by [EvilWhiteDragon](#) on Thu, 16 Aug 2012 00:48:26 GMT
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Xpert wrote on Wed, 15 August 2012 20:50The flame tank fix should be a server side option. I didn't think the flame tank right click was a bug. I also thought it was just part of the game and it was great in taking out infantry at close range. Now it's useless against infantry. Point is that it does fixes some other bugs with weapons muscles. So, if you need it changed, you can. Just mod your server. Afaik TT delivers the tools you need.

Subject: Re: flame tank right click
Posted by [liquidv2](#) on Thu, 16 Aug 2012 05:19:32 GMT
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rather than get the one-side-does-double thing working again, why not just make both barrels do double the normal damage when attacking infantry

that's do-able, right?

Subject: Re: flame tank right click

Posted by [Major-Payne](#) on Thu, 16 Aug 2012 07:11:30 GMT

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liquidv2 wrote on Wed, 15 August 2012 22:19 rather than get the one-side-does-double thing working again, why not just make both barrels do double the normal damage when attacking infantry

that's do-able, right?

But that would make it easier for everyone altogether

Subject: Re: flame tank right click

Posted by [EvilWhiteDragon](#) on Thu, 16 Aug 2012 09:41:27 GMT

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liquidv2 wrote on Thu, 16 August 2012 07:19 rather than get the one-side-does-double thing working again, why not just make both barrels do double the normal damage when attacking infantry

that's do-able, right?

Should be, using the armor.ini afaik. However it's a rather crude solution when you can also "fix" it properly, by making the flame tank as you intend. Should not be that much more work I think.

Subject: Re: flame tank right click

Posted by [reborn](#) on Thu, 16 Aug 2012 09:51:56 GMT

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I can't be sure, as it was a long time ago when I tried, but I think changing values in the armor.ini on the server acuss the client to mis-match.

I'm not sure that there is an elegant way of increasing damage server-side, although with TT that may no longer be the case.

I know it's deffinatly possible, but the implementation I am thinking of would look pretty shitty from a programming perspective.

Subject: Re: flame tank right click

Posted by [iRANian](#) on Thu, 16 Aug 2012 20:56:46 GMT

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client damage hook, check if the target is soldiergameobj and the shooter a flame tank (via the definition for quick look up)
