
Subject: Re: Thoughts on 2.7 and beyond
Posted by [Spice](#) on Tue, 04 Apr 2006 03:36:00 GMT
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jonwil wrote on Mon, 03 April 2006 22:54 Not yet but adding new muzzle bones is something I wanna look into.
I wont be adding player halt, fly or teleport.

Yeah, deffinitely. That adds a lot more options for vehicle setup. Such as real X-Wing setup for the Swmod, Mammoth Tusk missiles moving with the barrels in Red alert and not to mention the Reborn Mammoth MKII being able to aim with the machine gun turret and rail guns simuntaneously.
