Subject: Re: Some Fixes, Some Ideas
Posted by Reaver11 on Sun, 10 Aug 2008 11:20:48 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Wed, 30 July 2008 05:33The secondary fire muzzle bug was fixed.

How did you fix it?

Because the secondary fire isnt a bug. Well mayby a unfixed concept.

I hope you made it that way that the animation is only showing on one muzzle, when you use 2nd fire?

(Because not only the flametank uses this, MRLS, Rocket emplacement(which makes the rocket turret much more usefull)