
Subject: Pre/post patch stank visibilty

Posted by [Anonymous](#) on Sun, 12 Jan 2003 22:36:00 GMT

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I'm sure that when a stank was hit either directly or by splash damage, it was briefly visible (i.e. you could see red). When the stank fired, then it became fully visible. (Forget about damage and visibility levels.) Seems that since the (1036) patch, I can see their shimmer more easily, and when I hit them, they don't appear (red) until they fire back, but the shimmer shimmers where before there was bodywork visible...Anyone noticed, or is it beer goggles? [January 28, 2003, 17:54: Message edited by: Squiddley]
