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Subject: Re: Paintball mod

Posted by [OrcaPilot26](#) on Sat, 18 Aug 2007 05:33:16 GMT

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The floating bushes, missing texture, Nod (flamethrower?)'s REAL pistol, and the Super Orca with lasers and exploding paint bombs are all known bugs, but they aren't mod ruining. So I can't say I'll ever get around to fixing them.

I doubt I'll make any new guns myself, but if anyone makes new guns (or maps, or character models) themselves and sends me them I'll be happy to incorporate them into the mod, and probably fix the aforementioned bugs as well.

This isn't any kind of formal mod either, It was just a bit of a diversion for me, and yes, most of the stuff in the first post was made up on the spot(partly to poke fun at other "serious" mods).

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