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Subject: Re: Small things that need fixing

Posted by [Veyrdite](#) on Sun, 22 Jun 2008 08:46:45 GMT

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TruYuri wrote on Sun, 22 June 2008 17:41 Thought of another:

Vehicles, when purchased, have their turret face at coordinate 0,0 for whatever reason. It is personally annoying, and should be considered a bug that should be fixed if it is not already.

EDIT: Animations, when switching from third to first person always go out of sync with their sound. Not a biggie, but if anything can be done about it, awesome.

The vehicle aiming is a 3rd-party glitch. In MX0, the outro should (renegade without custom scripts or patches) have the mammoth barrels pointing forward when it has them pointing left of the camera.

It also happens with turrets with no AI as well.

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