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Subject: Re: Some Fixes, Some Ideas

Posted by [Reaver11](#) on Sun, 10 Aug 2008 17:01:56 GMT

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It is easy to do it on the flamer. Just put a B bone on the right muzzle. After that grand I think the flamerfire animation will get screwed up (Flametank has a double animation so even with a B it will show up)Then you could just use the flamethrower animation for that. It isnt hard to fix and resize it if necessary.

But disableing the concept is not a good idea.

EDIT: Ok I have been trying to see if it was easy fixable for the flamer by adding a MuzzleB0. I fires from one muzzle but it still plays the animation from the MuzzleA0 bone lets see what I can come up with (There must be some better way then disabbeling the enteire concept)[A dummy secondary fire would work, just something that doesnt do a thing, only that is bypassing and not fixing the flamer]

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