
Subject: Re: Some Fixes, Some Ideas

Posted by [_SSnipe_](#) on Sun, 10 Aug 2008 21:06:01 GMT

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CarrierII wrote on Sun, 10 August 2008 13:48 This is the issue, represented graphically.

The green "flame" on the last tank represents the fact the the animation plays but does not actually cause damage.

The arrows indicate the direction the tank is facing.

Understand now?

yup thanks
