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Subject: Re: Some Fixes, Some Ideas

Posted by [Reaver11](#) on Sun, 10 Aug 2008 21:57:06 GMT

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It seems maybe my posts don't describe it good. My bad then.

I get perfectly fine that the flamer weapon as it is and that it is bugged. Heck I even stated I tried to find a way to fix it in a different way by adding a muzzleB0 but no that didn't work. It does work with a different weapon if you need a screeny of it. Only yes the flames then still display from the two muzzles. Even by setting the 2nd fire to the flamethrower didn't work (same emitter I assumed it wouldn't work but I did try it) So I didn't post this out of not knowing what is going on. Because I do and I wanted to see if there was a different way to fix it.

And of course for some units the solution is easy for the rocket emplacement I posted. I could just add a MuzzleB0 and it is still the same. Only I want to see the 2nd mode of the rocket emplacement kept useable server-side without needing an auto download for it -> here a screeny

I know it doesn't look good on this ssm launcher (it is from sole survivor) but heck it works so telling me that this would work would be way better than saying 'don't you get these pictures'. So sorry if that wasn't readable in my posts. All I want is that you keep this for the rocket emplacement on server-sided maps it is kinda useful so you can actually hit something.

Otherwise without this system or an muzzleB0 bone to the left side then the rocket emplacement would be rendered useless and yes that is my opinion and doesn't have anything to do with the flamer because I stated it should be fixed.

So I'm sorry if you couldn't get this out of my posts. I'm not an hero in english.

(duno if those pictures were all for me but o' well, i don't want to hurt anyone with it if i did im sorry)

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