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Subject: Re: Some Fixes, Some Ideas

Posted by [saberhawk](#) on Mon, 11 Aug 2008 09:36:36 GMT

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Reaver11 wrote on Mon, 11 August 2008 04:20Yep Saberhawk is right here, I actually missed the fact of the rocketemplacement here.

Only I don't think the flamer is an easy done job to fix it. I tried to fix it myself by adding an MuzzleB0 which is easy but the flamer emitter stil gets played from both the muzzles and when I set the 2nd fire to something different it will work perfectly.

Better a fixed animation the new way or the old way. Because it takes most average renegade people(I took me also quite some time to realize it was no joke) quite some time to notice it actually exists.

I think that may actually be another bug, and probably the reason the secondary muzzle bug wasn't noticed in the first place!

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