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Subject: Little bugs to fix

Posted by [Reaver11](#) on Mon, 05 Jan 2009 10:33:42 GMT

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I know these bugs might be very small and are around for years but I would be nice if they are fixed ->

When Ravenshaw walks or sits there is a blackmesh sticking out. My guess is dat it is the chars shadowmesh. Hower im not sure

Dissapering logo's on tanks. I know that westwood has added these as a plane ontop of the tank and these logo's arent inside the skin (for obvious reasons otherwise you would get mirrord logo's)

And then the arty I think it there are more units that have the same problem. When you fire the artys gun you wont hear a reload sound. You can hear it if you use free fire to come closer and lower to the tank. Mayby a little range increase in the 3D sound can fix it.

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