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Subject: Re: Bugs in 4.0

Posted by [Poskov](#) on Fri, 25 Jan 2013 20:18:47 GMT

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MuzzleFlashPhysDefID & Explosion lifetimes are stuck at 2 seconds

Non-animated explosion models will last too long (2 seconds) (like RP2's nitro freezer ice)

The same goes for muzzleflashes of MuzzleFlashPhysDefID

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