## Subject: Re: [Release] GDI & Nod Gatling tanks Posted by Jerad2142 on Sun, 25 May 2014 00:37:51 GMT

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Works pretty good for killing bears

I just have two suggestions:

- 1. Add head light and tail light dazzles, they go a long way to making it look better when a map supports dazzles.
- 2. TrackUscaleFactor is actually closer to 35 than 25.

That is all.

## File Attachments

1) Screenshot.115.png, downloaded 1325 times

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2) Screenshot.110.png, downloaded 1380 times

