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Subject: Re: Work is being resumed on scripts for Renegade

Posted by [dblancey1](#) on Mon, 08 Sep 2014 17:21:53 GMT

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If you switch a vehicles weapon, the muzzle and the sound glitch out. The muzzle disappears and the sound ends up playing at the location where you first fired it after switching to the weapon until the weapon is switched again where it will once again play the sound in that new location everytime you fire. Its particularly noticeable on deployed vehicles that change weapons. Once they undeploy the sound is messed up after they fire.

You can witness this issue also on the stock recon bike preset as well since for some reason it swaps the weapon on creation in 4.1. If you clone this preset it works fine. Some code is changing the weapon on this specific preset.

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