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Subject: Re: New scripts 4.2 test build is now available  
Posted by [Jerad2142](#) on Thu, 08 Jan 2015 13:28:12 GMT

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dblaney1 wrote on Wed, 07 January 2015 15:03I noticed that the weapon firing sounds seem to glitch out and stop working quite often. Doesn't seem specific to any particular weapon. Had it happen with chaingun, obelisk, turret, autorifle, etc. This happened sometimes in 4.1 but it was much more rare. Now it happens very often. In 4.1 I really only saw it happen a lot with the chaingun.

I noticed it when I moved to 4.1 (from 3.4.4) but I can't say I saw much difference from 4.1 to 4.2. What sound settings are you using (miles 2D or are you able to select one of the others?)

I just tested to make sure, turrets and obby are still shooting at me on MP under.

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