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Subject: Re: Quit fixing stuff that no one wants you to fix  
Posted by [saberhawk](#) on Tue, 12 Aug 2008 04:23:29 GMT  
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bisen11 wrote on Mon, 11 August 2008 23:16 Haven't read this whole thing so not sure about this flamer thing. But if you are making a flamer that can pwn infantry then make sure you cover up the spot in the wf where a flamer (and possibly other tanks) can hit techs by shooting through the glass.

We aren't modifying the flame tank at all. We merely fixed a bug in the muzzle prediction code which affected all vehicles that have both primary muzzles defined, but not the secondary ones.

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