
Subject: Re: Flames, chem

Posted by [_SSnipe_](#) on Sat, 01 Nov 2008 03:02:15 GMT

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Canadacd wrote on Fri, 31 October 2008 19:09 The flame and chem effects are emitters, which go through objects. For this not to happen, the flamethrower/chem sprayer would have to shoot separate projectiles instead of an emitter being used to show the ammunition.

I thought the same thing, Its the damage I think hes worried about. if the damage still can effect threw a wall/etc.
