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Subject: Re: Question: Will 6-lock be removed?

Posted by [danpaul88](#) on Wed, 24 Aug 2011 17:29:56 GMT

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.... 6 lock? What the deuce is that exactly?

As for the flame tank thing, I believe thats technically a rigging problem rather than a code problem. It probably has a muzzleb0 (secondary fire) but no muzzleb1, hence it only fires 'bullets' from one side. The flame animation is probably centred on the vehicle and just contains both jets, hence why it appears to be firing from both.

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