Subject: Re: Question: Will 6-lock be removed? Posted by Aircraftkiller on Wed, 24 Aug 2011 18:55:03 GMT

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It's not an animation. The muzzle bones weren't being used properly on secondary fire, so I believe 4.0 fixed this problem. As of now, MRLS rockets come out of both muzzles on the left and right side of the rocket box, and the Flame Tank uses both muzzles on the left and right side of the tank.

Regarding missiles, the engine has crappy lock-on code. I'm not sure what causes it to miss occasionally.