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Subject: Bugs in 4.0

Posted by [Poskov](#) on Wed, 12 Dec 2012 00:46:13 GMT

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Here are the bugs that I found:

- >Weapon MuzzleFlashPhysDefID Lifetime does not work anymore
- >The ambient sound announcements in MP Practice are too frequent
- >Explosion Lifetime does not work anymore
- >In SP, the bots have their 'friendly fire' and 'take damage' voices swapped
- >Decal limit is still the same
- >Number of simultaneous sounds allowed is still the same

Also, can the View Distance and LOD Budget be changed in 4.0?

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