
Subject: Re: Bugs in 4.0

Posted by [Gen_Blacky](#) on Sun, 17 Feb 2013 15:49:53 GMT

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MuzzleFlashPhysDefID has been broken since 4.0 release I believe.

Doesn't work in Lan or Multilayer.

The muzzle flash lasts for about 2 seconds no matter what its set to.

Only a problem if set in LE.

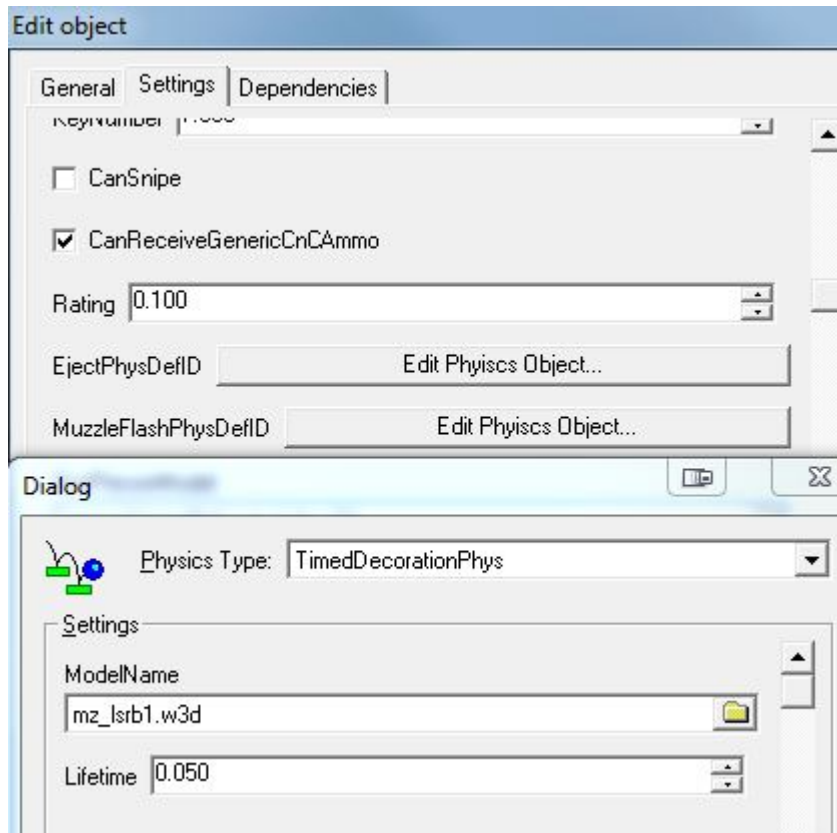
Using RC3 Beta on client. RC2 Server.

Toggle Spoiler

From what I have seen Explosion Lifetime still works but I have not tested.

File Attachments

1) [muzzle.JPG](#), downloaded 1017 times



2) [Screenshot.107.png](#), downloaded 858 times

