
Subject: Re: Misc mod related changes in 4.x people may want to know about
Posted by [Jerad2142](#) on Tue, 11 Feb 2014 19:58:50 GMT

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I see you added more rotor bones, would it be possible to add a MuzzleA2 and MuzzleB2 bones so vehicles with three barrels could shoot from 3 spots?

Also I thought I read at one point that projectiles can now go over 399.99m/s, does that mean they can travel at any speed besides 400?
