
Subject: Re: [Release] GDI & Nod Gatling tanks
Posted by [Jerad2142](#) on Sun, 25 May 2014 00:37:51 GMT
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Works pretty good for killing bears

I just have two suggestions:

1. Add head light and tail light dazzles, they go a long way to making it look better when a map supports dazzles.
2. TrackUscaleFactor is actually closer to 35 than 25.

That is all.

File Attachments

1) [Screenshot.115.png](#), downloaded 1135 times



2) [Screenshot.110.png](#), downloaded 1200 times

San Casina Rug Co: Congrats, here's your \$50.00 for 10 in a row without being hurt!

