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Subject: Re: Partial Ion Cannon Rings since 4.X Release  
Posted by [Jerad2142](#) on Wed, 02 Jul 2014 14:18:49 GMT  
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However in all fairness you guys fixed far more than was broke, before 4.0 most the primitive stuff didn't work (originally I didn't think any of it worked, but I guess the ion cannon was a magical special case that does work). So Coddles for that!

I remember going through the painful process of wwskinning bones to a sphere just so I could make a shock wave effect because primitives didn't work for me lol.

So beings you mention a lot of fixes, I suppose its pointless to ask if the garbage that sometimes appears on screen (normally in the lower right hand corner) is fixed (I see it a lot when I blow up sam sites at a distance, happens on both my laptop and my main computer).

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