Subject: Re: New scripts 4.2 test build is now available
Posted by dblaney1 on Wed, 07 Jan 2015 22:03:59 GMT
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I noticed that the weapon firing sounds seem to glitch out and stop working quite often. Doesn't seem specific to any particular weapon. Had it happen with chaingun, obelisk, turret, autorifle, etc. This happened sometimes in 4.1 but it was much more rare. Now it happens very often. In 4.1 I really only saw it happen a lot with the chaingun.