Subject: Flamethrower
Posted by zeratul on Tue, 28 Apr 2009 03:17:41 GMT
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Why when i play mult prac or the campaign when the flamethrower spawns it makes the rocket launcher reload sound instead of the actual flamethrower spawn sound

Subject: Re: Flamethrower
Posted by Dreganius on Tue, 28 Apr 2009 08:44:36 GMT
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Does it matter..?

Subject: Re: Flamethrower
Posted by ArtyWh0re on Tue, 28 Apr 2009 16:13:28 GMT
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I've woundered about this since I first got Renegade actually.

Subject: Re: Flamethrower
Posted by The Party on Tue, 28 Apr 2009 16:17:09 GMT
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It does because that is the flamethrower making 'its noise' or simply because Westwood wanted to because they did.

Subject: Re: Flamethrower
Posted by nikki6ixx on Tue, 28 Apr 2009 22:12:45 GMT
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Maybe Westwood *gasp* screwed up!

Subject: Re: Flamethrower
Posted by u6795 on Tue, 28 Apr 2009 22:19:12 GMT
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nikki6ixx wrote on Tue, 28 April 2009 18:12Maybe Westwood *gasp* screwed up!
GET OUT OF HERE, HERETIC

Subject: Re: Flamethrower
Posted by The Party on Wed, 29 Apr 2009 15:04:59 GMT
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Don't make me whip out the arbiter.

Subject: Re: Flamethrower
Posted by Jamie or NuneGa on Wed, 29 Apr 2009 15:42:25 GMT
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Kix wrote on Tue, 28 April 2009 23:12Maybe Westwood *gasp* screwed up!

or they were just lazy

Subject: Re: Flamethrower
Posted by The Party on Thu, 30 Apr 2009 14:18:31 GMT
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How could they be lazy? It takes the same amount of work to select the rocket sound then it does to select flamethrower.

Subject: Re: Flamethrower
Posted by ErroR on Thu, 30 Apr 2009 15:24:30 GMT
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they may have confused it