

BJScripts - Bug #1556

Maldura: District of Ash - Gazer

2015-12-24 06:38 AM - loopy

Status: Closed	
Priority: Normal	
Assignee:	
Category:	
Target version:	
vbulletin_issue_id:	
Description Issues with magma walkers loosing sent due to campspot being too far from lava, I have noticed if i jump a few times or try move closer to lava river they will get the sent of the tank and start spawning. This doesnt happen all the time so i think if the campspot was just moved a few tics closer to the lava river it would be 100% functional instead of 50%.	

History

#1 - 2017-01-22 10:09 AM - bjcasey

- Status changed from New to Closed

Closing this because it is no longer current content. If I have time in the future, I will take a look at it.