

ET: Legacy Development - Feature #949

Reimplement (or drop) misc_flak?

23.09.2016 13:14 - IR4T4

Status:	New	% Done:	0%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Mod generic		
Target version:	2.78		
OS:		Arch:	
Description			
There are still code fragments from rtcw of misc_flak.			

History

#1 - 23.09.2016 13:29 - keMoN

Didn't you want to implement an operable Flak /AA gun in its place? I think it would be fantastic to have ischbinz' [2cm Flak gun](#) operable and deal damage to vehicles. Basically like the AT gun in Venice, however completely functional like MGs.

#2 - 16.01.2017 20:15 - IR4T4

- Target version changed from 2.76 to 2.78