

---

Subject: Re: Work is being resumed on scripts for Renegade

Posted by [jonwil](#) on Mon, 08 Sep 2014 22:16:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

As far as I know both issues are now fixed, we added logic to specifically properly reset both the sound and muzzle when a vehicle switches its weapon (or when it switches its model for that matter)

If it doesn't work we can find that out during the 4.2 release cycle

---