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Subject: Some general questions/bugs

Posted by [Hawkeye](#) on Mon, 24 Dec 2012 23:15:47 GMT

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Can anyone tell me how the mechanic leggings upgrade kit works? I tried combining it with some kevlar leggings but it didn't seem to do anything.

Also I have noticed a more general bug, when you have some armour, such as a flak jacket with attachments(such as more armour/plates) and attach it to a new armour item, all the previous attachments are lost, so you can't put an item containing items into another item, or rather you can but the attached items and their values are lost.

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Subject: Re: Some general questions/bugs

Posted by [Hawkeye](#) on Wed, 16 Jan 2013 01:01:53 GMT

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Noticed you can also attach helmets to your flak jackets, for added armour bonuses, guess this is what is regarded as 'McGyvering' in the doc.

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Subject: Re: Some general questions/bugs

Posted by [Hawkeye](#) on Mon, 02 Sep 2013 00:19:33 GMT

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Recently noticed after creating a C-Synth (Terminator) that his eye co-ordinates must be screwed when he sleeps, same goes for Darrel.

Latest version appears to be hugely more stable than the last couple of builds.

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