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Subject: Re: Config Issue and Reticle Oddness  
Posted by [iRANian](#) on Sat, 10 Sep 2011 20:16:13 GMT  
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I think he's referring to turrets on vehicles being 150% quicker to turn in earlier versions of scripts. These earlier versions of scripts broke the stock game's vehicle turret turn rate and scripts 4.0 fixes this issue with earlier versions of scripts and restores the stock game's vehicle turret turn rate.

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