
Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by [sla.ro\(master\)](#) on Sat, 24 Sep 2011 12:01:52 GMT

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EvilWhiteDragon wrote on Sat, 24 September 2011 14:17sla.ro(master) wrote on Sat, 24 September 2011 08:26this pt bugs happens often on M00_Tutorial where at PT is a Nod APC, probably it targets the APC instead of PT.

It's not a bug, it's the effect of BIATCH. It's not possible to access a PT when in a vehicle. Since the same button is used for accessing a PT as is for entering a vehicle. Only real fix I could think of would be assigning a different key to one of them.

i wasn't in a vehicle, the vehicle has the PT on it.

edit: i will try server side fix on map. that maps needs fixes anyway..
