
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [Mauler](#) on Wed, 16 Jul 2014 23:22:53 GMT
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Here is a bug that i have seen for quite some time...

Meshes that have only projectile enabled on them and made into foliage like seen on my test video appear to disrupt the vehicle weapon and make it move erratically and at the same time makes the weapon unable to fire while intersecting with those projectile meshes...

<https://www.youtube.com/watch?v=UpFYF8QIBEc>
