
Subject: Re: Now collecting scripts 4.1 bugs
Posted by [danpaul88](#) on Thu, 17 Jul 2014 08:27:08 GMT
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Mauler wrote on Thu, 17 July 2014 00:22Here 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>

So... a mesh with projectile collision enabled interacts with projectiles? That's how Westwood designed it and has been that way since 1.037 and earlier. If you don't want meshes to interact with projectiles then uncheck projectile collision.
