
Subject: Turret bug
Posted by [Caveman](#) on Fri, 31 Oct 2008 11:13:40 GMT
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I was experiencing this bug last night and it can become really annoying...

Sometimes when someone jumps into your med (could effect other tanks but I was in a med at the time) they semi take control of your turret. They cant shoot but whenever you try and move the turret to aim it goes crazy and starts moving by itself making it basically impossible to tank and the only way to fix is to tell the person to get out.

Subject: Re: Turret bug
Posted by [StealthEye](#) on Fri, 31 Oct 2008 12:07:14 GMT
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This has been or will be fixed in TT.

Subject: Re: Turret bug
Posted by [Caveman](#) on Fri, 31 Oct 2008 13:29:12 GMT
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Great thanks.

Subject: Re: Turret bug
Posted by [CarrierII](#) on Fri, 31 Oct 2008 17:13:53 GMT
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StealthEye wrote on Fri, 31 October 2008 12:07This has been or will be fixed in TT.

Now all will fear my light tank all of the time!

Thanks.

Subject: Re: Turret bug
Posted by [Omar007](#) on Fri, 31 Oct 2008 19:03:34 GMT
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Weird i only had that when i forgot to turn on the 'Driver is always gunner' checkbox in the options
