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Subject: a bug that isn't a bug... BHS please look before acting

Posted by [spotelmo](#) on Wed, 25 Aug 2004 20:37:58 GMT

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sure it was their intent. they chose to take the easy way out and do it this way rather than fix their own code and do it right. those vehicles needed a counter and this was the easiest way to do it so they did. they made a conscious choice to do it.

i'm glad that BHS isn't planning to change it.

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