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

Posted by [EvilWhiteDragon](#) on Sat, 24 Sep 2011 11:17:17 GMT

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sla.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.

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