Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)
Posted by StealthEye on Sat, 24 Sep 2011 12:55:43 GMT
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-Repairing through the logo on vehicles (best known on a med afaik)
Added to TODO.

-Falling through the hon on field and other buildings on other fan-made maps.
We should include fixed maps with such changes for the stock maps. We will not touch fan maps though.

-Using a pt too close to a vehicle results in you entering it and not buying anything
The same thing could happen the other way around, enter a vehicle when near a PT. It picks a random action and performs it if multiple actions are possible, there is no good fix for this except for trying to predict which one the user wants to perform (e.g. by checking their facing) but that's out of scope for now.

-The mct of the airstrip is still missing a piece
What do you mean?

What gohax is describing may be due to BIATCH, but only if it still displays the PT and says "purchase not available" or something like that when you attempt to refill. EWD, you can still get the PT screen, but it will block the purchase.