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

Posted by [candc5297](#) on Sat, 24 Sep 2011 22:46:08 GMT

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Thank you for the answer!

The pt is indeed as gohax describes, it appears to be that you need to be facing the pt correctly else you can't access it.

The airstrip is indeed what Goztow directed you at. I made a video about it and posted on youtube though the imagine in said topic makes it a lot more clear.

another bugs I encountered:

The reload animation still gets "stuck" when you receive any kind of splash damage or fire/chem damage. This results in you not being able to shoot until both animations are done (the reload and the bending over from being shot) This obviously only happens in 3th person. Related is you shooting the ground with a rocket because of the being hit animation right after reloading because you point down when reloading. (I hope it is a bit clear)