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

Posted by [Goztow](#) on Sun, 25 Sep 2011 08:19:39 GMT

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You're welcome .

Another bug, that Wiener pointed to me and that I encountered as well:
throw a remote, blow it and immediately swap to a different weapon. Then go back to remotes and you'll still have two remotes. Throw the first one and it'll blow, throw the second (actually third) one and it'll throw but you cannot blow it.
