I was wondering if this was fixed (I have not played city on a 4.0 server yet)
The vehicle spawning somewhere on the map before it gets delivered at the airstrip
(under the bridge on city, at the first gdi river on island,...)
I have screenshots of the places but I guess a mapedit could point those out very quickly
Are they fixed and was I wasting time by bringing it up or will they still vanish?