
Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat
Posted by [jonwil](#) on Fri, 30 Jan 2015 01:14:11 GMT

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Ok, looks like I forgot to put the fix for this on the 4.2 branch. Fixed that now, the next 4.2 test build will contain this fix. (which may also help with other issues where vehicles move wrong)
