

---

Subject: Re: Getting Meadow.mix to work with TT  
Posted by [Goztow](#) on Mon, 14 Mar 2016 07:25:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Szy, there is another bug. When GDI purchases vehicles, they often stay in the wf bay, instead of drviing out. Also happens for the harv, so when the harv gets killed, it gets bought again but it stays stuck in the warf bay. Could you look into this issue, please? Something similar happens for the airstrip, vehicles turn in a circle and stay on the red part of the strip.

---