

---

Subject: Re: Vehicle bug

Posted by [TORN](#) on Fri, 09 Mar 2012 20:26:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

iRANian wrote on Fri, 09 March 2012 14:09 Probably because the change introduced to log certain vehicle objects as buildings, Turrets and Guard Towers previously didn't display as the engine considers them vehicles and not buildings.

I don't like it

Change it back TT people please

---