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Subject: Mission 'The Plot Errupts' weirdly spinning Gun Boat

Posted by [Omar007](#) on Mon, 26 Jan 2015 19:08:24 GMT

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A gunboat off in the distance near a beachhead is spinning around in place. It looks really stupid xD

I don't recall it ever doing this ;P

Savegame attached; facing the gunboat in question when saved.

Scripts version info:

Quote:Build b6812

Built on 2015-01-05 10:12:24Z using commit 2c4efd47d8c1fb0b1a6b518b46963040ee6b1c6b

Distributed as scripts-2015.01.05-b6812.zip.

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#### File Attachments

1) [quicksaveB.sav](#), downloaded 263 times

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Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat

Posted by [liquidv2](#) on Tue, 27 Jan 2015 02:25:08 GMT

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what would have been awesome was a short video clip of the event

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Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat

Posted by [Omar007](#) on Wed, 28 Jan 2015 21:50:47 GMT

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Here you go! Specially made for you! ;D

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#### File Attachments

1) [game2 01.28.2015 - 22.49.23.01.mp4](#), downloaded 278 times

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Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat

Posted by [Jerad2142](#) on Thu, 29 Jan 2015 16:53:01 GMT

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You certain your running 4.2? I tested it and the gunboat issue fixed itself even on saved games where it had been spinning from a 4.1 save. Maybe restart the game and see if it works from the start, also make sure your running the newest 4.2 that jonwil has released, because in the first release of 4.2 I'm pretty sure this was still broken.

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Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat  
Posted by [Omar007](#) on Thu, 29 Jan 2015 17:24:28 GMT  
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I supplied the version info in the OP.

Quote:Build b6812

Built on 2015-01-05 10:12:24Z using commit 2c4efd47d8c1fb0b1a6b518b46963040ee6b1c6b  
Distributed as scripts-2015.01.05-b6812.zip.

That was what it auto-update to after applying 4.2 so I assume that this should currently be the latest 4.2 version.

Also, I started the whole campaign fresh so it didn't work from the start. I can try to start that mission again though just to be on the safe side.

EDIT: I started the mission from the beginning and it was still doing the in place spinning thing.

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Subject: Re: Mission 'The Plot Errupts' weirdly spinning Gun Boat  
Posted by [Jerad2142](#) on Thu, 29 Jan 2015 22:36:17 GMT  
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Loaded your saved game with a version of bandtest.dll from 27 days ago and gunboat was spinning. Updated source code to latest version from github, compiled it, gunboat spun once then stopped.

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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)

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