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Subject: Re: Bugs that are not fixed (tested on st0rm and sla 4.0 servers)

Posted by [sla.ro\(master\)](#) on Fri, 23 Sep 2011 18:58:38 GMT

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candc5297 wrote on Fri, 23 September 2011 20:44

Also I seem to have the feeling pt's are harder to access, though that might just be because I was playing sla co-op when I noticed this

i noticed it too..

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