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

Posted by [Caveman](#) on Fri, 23 Sep 2011 23:40:19 GMT

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sla.ro(master) wrote on Fri, 23 September 2011 19:58candc5297 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..

Can you elaborate on this? I find access the PTs easier... I can access the PTs from the outside easier then 3.4.4... Like on under and trying to access PT from the left hand side PT of AGT.

I don't believe TT ever tried to fix the glitch/error with shooting through logos.

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