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

Posted by [saberhawk](#) on Sun, 25 Sep 2011 23:13:57 GMT

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candc5297 wrote on Fri, 23 September 2011 10:44-Shooting through the logo on vehicles (best known on a med afaik)

Confirmed, possibly an issue with the way the logo mesh is rigged.

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