
Subject: interesting.....

Posted by [Feetseek](#) on Tue, 21 Mar 2006 02:11:10 GMT

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

I'm not sure about this but...

Is it just me, or is the PT on a wall accessible on the outside???

File Attachments

1) [ScreenShot01.png](#), downloaded 308 times



2) [ScreenShot02.png](#), downloaded 307 times



3) [ScreenShot04.png](#), downloaded 302 times



Subject: Re: interesting.....

Posted by [csskiller](#) on Tue, 21 Mar 2006 02:14:14 GMT

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

Duh! People, including me have been doing that for a really long time now.

Subject: Re: interesting.....

Posted by [bisen11](#) on Tue, 21 Mar 2006 04:48:45 GMT

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

Took you that long to figure out eh?

Subject: Re: interesting.....

Posted by [Feetseek](#) on Tue, 21 Mar 2006 05:04:23 GMT

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

acually, i figured it out a while ago but i figured it was just a glitch or something. But, yea, i figured that out sorta late

Subject: Re: interesting.....

Posted by [ghost](#) on Tue, 21 Mar 2006 05:23:55 GMT

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

Yes these are old but to me i call them glitching/hacking mostly on field when NOd plants a beacon on the ref or barricks...GD i can easily refill from outside near the rocks near the barr

Subject: Re: interesting.....

Posted by [Sniper_De7](#) on Tue, 21 Mar 2006 13:27:54 GMT

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

and yet, so can Nod as well...

Subject: Re: interesting.....

Posted by [terminator 101](#) on Tue, 21 Mar 2006 22:54:02 GMT

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

wow I did not know about this. Well, I saw it a few times but I never really paid attention to it.
