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Subject: Re: Quit fixing stuff that no one wants you to fix

Posted by [Crimson](#) on Fri, 22 Aug 2008 07:55:52 GMT

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This is a pretty simple solution. I need maps with PT bug fixed to run on n00bstories for several weeks. After which time, we can decide if the fix was good or bad. If there is one or two PTs that just need to be accessible from the outside and tactics have not been created to sufficiently counter, then we can add PTs to those specific locations.

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