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

Posted by [candc5297](#) on Fri, 23 Sep 2011 17:44:51 GMT

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As per title, I have a small list of stuff I encountered that I are not fixed yet (not even touched?)

- Repairing through the logo on vehicles (best known on a med afaik)
- Falling through the hon on field and other buildings on other fan -made maps.
- Using a pt too close to a vehicle results in you entering it and not buying anything
- The mct of the airstrip is still missing a piece

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

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