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

Posted by [Gohax](#) on Sat, 24 Sep 2011 06:34:01 GMT

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Tbh, I've noticed the PT's are a little harder to access. Usually, if I'm getting attacked by a tank in my building or sniping and quickly refilling, I'll just hit e-5 really fast and be done; less than a sec.

Now, it's like you have to be RIGHT up on the PT to access it. Not really sure, just could be a false sense.

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