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

Posted by [Ethenal](#) on Mon, 09 Jul 2012 17:14:40 GMT

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I haven't seen it either. It was quite common on TurboDM (there's several maps with Remote C4 powerups), but I haven't seen it, so I presume it is indeed fixed.

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