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Subject: Re: Fix outside PTs?

Posted by [R315r4z0r](#) on Sun, 28 Sep 2008 00:24:05 GMT

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Just cause you never seen a problem, doesn't mean it doesn't exist. I've seen many people use this bug to refill in combat. Most specifically snipers behind the GDI Barracks on Hourglass or someone using this bug to buy a character that can disarm a beacon.

But lets just assume for a second that these problems didn't exist, the computer terminal is on the inside of the structure and on the inside only. If it was intended that you access the PT from the outside, then there would be a terminal on the outside as well.

You gain a few seconds in combat, but those few seconds should not have been given to you. Lets say there was a beacon in the vicinity, using this saves you quite a lot of time in comparison to the 30 second countdown until the beacon goes off. It totally throws off the balance and strategy of beacon placement.

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