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Subject: Re: Ran into big problem...

Posted by [piotrkol1](#) on Mon, 01 Jan 2007 00:56:54 GMT

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Oh man you've got to be kidding me...all that hard work for not! Have any advice on how to avoid these walls on the map since they cant be seen? Does it have to do with how high I am makin the track or where on the edges on the map? Also, this may seem like a stupid question but is there anyway to select the whole track and slide the whole thing over?

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