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Subject: Re: Altitude bug - aka "deadzones"  
Posted by [reborn](#) on Wed, 18 Nov 2009 09:05:55 GMT  
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Thanks for the link Goztow.

Spoony, it seems clear to me that this fix is beyond the scope of what I am capable of. I doubt very much that you will see this fix before TT is released. I wish I could help, but unfortunately I cannot.

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