

---

Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Wed, 18 Nov 2009 16:20:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I could fix it in about 5 minutes, but you would have to make every player download a new copy of the map for it to work... not really very practical.

(Just to clarify before anyone asks, when I say 'fix', what I mean is 'plonk a bloody big invisible box around the map to make the bounds bigger' )

---