Subject: Re: Altitude bug - aka "deadzones"
Posted by Spoony on Wed, 18 Nov 2009 17:56:55 GMT

danpaul88 wrote on Wed, 18 November 2009 10:20I 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.
No problem. We're just talking about the clanwars league here, remember. I can get the players to download the map.