
Subject: Re: Altitude bug - aka "deadzones"
Posted by [Spoony](#) on Wed, 18 Nov 2009 20:14:41 GMT
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oh right, i was just hosting my own server, not an FDS.

so let me get this straight.

the server needs to contain both mesa and mesa2, and the map in the rotation should be mesa2,
and all players need both mesa and mesa2?
