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Subject: Re: Altitude bug - aka "deadzones"  
Posted by [Spoony](#) on Thu, 19 Nov 2009 11:30:06 GMT  
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ok, i'm with you now.

we tested it and it's great - all the deadzones are fixed, many thanks.

big problem though... none of the base defences work at all :/

(also minor problem although it is bearable - a gunner on the side can't hit the turret next to the obelisk. don't worry about that too much)

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