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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Thu, 19 Nov 2009 14:29:47 GMT

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danpaul88 wrote on Thu, 19 November 2009 11:40 If they do it's probably just a matter of copying the scripts.dll into the leveledit folder and re-exporting, I forgot I was not using jonwils modified LE build.

As I said before

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