
Subject: Re: Mesa deadzone fix
Posted by [Dover](#) on Sat, 21 Nov 2009 09:09:21 GMT
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Goztow wrote on Sat, 21 November 2009 01:07TT will fix the problem through code, so the "dirty fix" danpaul created now will not be needed anymore. Until then we can at least test the map with the fix .

Even better.
