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Subject: Re: Mesa deadzone fix

Posted by [EvilWhiteDragon](#) on Sat, 21 Nov 2009 09:32:23 GMT

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Gozy is right, we won't change the map file, we just removed the limitation that Westwood made by mistake. It was impossible to shoot more than x degrees under your current position. Something that can also be noted when rushing downhill in hourglass. When you did this it could happen that all/a lot of your bullets didn't cause damage to buildings until you where very near the end of the hill.

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