Subject: Re: Altitude bug - aka "deadzones"
Posted by Distrbd21 on Sat, 21 Nov 2009 20:41:51 GMT
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Why not make it a server side patch for mesa? wont it work that way cus the map in your data folder is just so you can join the game, the ldd, lsd, ddb in LE when you put that in your server the map in your data folder acts like a file to be able to join it.