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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [grant89uk](#) on Tue, 25 Oct 2011 13:02:22 GMT

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Is this about issues like when you stand in the corner of the WF on city flying you can see through the walls and the same issue with the barracks on complex.

The city flying one isnt really that too important imo but the complex one allows for sbh to see whats going on inside when they shouldnt.

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