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Subject: Re: Map errors with 4.1

Posted by [StealthEye](#) on Fri, 14 Feb 2014 18:30:56 GMT

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Just add another package to the game definition that overrides the desired files.

Alternatively, you can get the map's files by clearing your ttf's, downloading that specific map, and copying all files from ttf's to somewhere else. You'll just have to remove the map hashes for the map to be working again (and perhaps sometimes fix files that used to be in subdirs).

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