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Subject: Re: Dragonade 1.6

Posted by [dblaney1](#) on Thu, 03 Jul 2014 20:46:29 GMT

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Parachutes seemed to be bugged in this release. They get stuck right before landing quite often. I will try replacing the code from 1.5 to see if that fixes it. Also it still has the map not showing bug. It shows for the first few seconds then goes away.

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