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Subject: FanMaps

Posted by [gibberish](#) on Fri, 06 Feb 2004 18:58:16 GMT

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sniper12345AircraftkillerIt's there, you just don't see it. It's always at 0.00,0.00,0.00 on the coordinate system.

So what difference is there to the player, it not being there and it being there but invisible?

Wouldn't simply selecting the whole map and moving it up 100 meters have fixed the issue with the electric bolt appearing in the middle of the map ?

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