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Subject: Elevator problem...

Posted by [Alkaline](#) on Fri, 16 Jul 2004 19:33:18 GMT

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AircraftkillerThat's because the default elevators are poorly designed. The ones used in Renegade Alert, which I made and animated myself, work fine online. There have been about six reports of problems with them, out of thousands of players.

ohh

damn wish you could update some of the old maps

anyway the fieldTS in the core patch has the updated elevators in them?

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