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Subject: Re: War factory die zones

Posted by [Goztow](#) on Sat, 13 Oct 2007 08:15:51 GMT

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StealthEye wrote on Sat, 13 October 2007 02:40The zone collision detection is inaccurate. It kills objects outside of the zone as well. I have fixed this and we are currently testing it in the BlackIntel servers. TK2 should follow soon (as soon as we are sure it is mostly stable). It will be released but currently not sure how and when.

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