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Subject: Re: Please fix this

Posted by [StealthEye](#) on Sun, 17 Aug 2008 17:40:18 GMT

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It has been mentioned before on the TT forums I think. Anyway, I have fixed this already a while back. It was because it used the relative targeting coordinates but clamped the relative coordinates by the level extents. So on maps that did not have much below the normal ground level, you were unable to shoot down.

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