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Subject: Re: islands crack

Posted by [Aircraftkiller](#) on Mon, 18 Aug 2008 22:55:54 GMT

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Mike just forgot to extend the pillar geometry to the sides, consider it an unfortunate bug in the level design. He's a tad on the absent minded side from what I recall and Noddingham (I never did release that, come to think of it) had some issues that were comparable to that glitch on Islands. There's a few other issues I won't bother listing here for the sake of preventing more problems from cropping up.

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