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Subject: Re: Odd vehicle nod glitch

Posted by [StealthEye](#) on Tue, 07 Oct 2008 10:53:31 GMT

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Well, there is no death zone as such. It just checks the Z position. If it's below a certain limit the object (player/vehicle) will die. Hence there is no way to be below that level and not get killed. But yeah, it doesn't really matter now it's fixed.

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