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Subject: Re: War Factory glitch  
Posted by [StealthEye](#) on Fri, 10 Apr 2009 10:18:00 GMT  
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The zone isn't bigger than it's supposed to be, it just kills vehicles close to the zone (even if they aren't actually in it). This is probably because it's a little faster to check. I added an additional check to make sure the object is indeed in the zone, so this fixes the bug without touching the zones at all.

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