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Subject: Map Fixes

Posted by [Poskov](#) on Mon, 12 Oct 2009 10:30:18 GMT

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Can old fanmade maps be 'fixed' via TT in realtime, not by editing the maps and replacing the old ones?

Can TT detect what's a helipad, so old fanmaps with helipads can have the helicopters be build from there instead of the factories?

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