

---

Subject: Re: Request of my TT colleagues  
Posted by [StealthEye](#) on Tue, 17 Nov 2009 13:01:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

This requires for client and serverside modifications. It's not going to be separated from TT.

The quick&dirty fix is indeed to make some big object (or an object far down in the ground), because then the coordinates being sent will allow lower (negative) values. If you make the map "high enough" it will fix the problem. Note that you will have to do the map changes on both server and client.

---