
Subject: Re: Altitude bug - aka "deadzones"
Posted by [reborn](#) on Tue, 17 Nov 2009 13:25:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, is this something wrong with the map or what? Seems really weird to me o.0
Do you have any information about the fix TT plans to create for this, or any detailed/specific information regarding to the cause of this?
