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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Wed, 18 Nov 2009 19:34:47 GMT

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OK, then try this. It's an exact copy of the Mesa level (from the Westwood FTP .lvl files) with a giant invisible box added around the entire map. In theory it should fix any aiming problems, seems to work OK in APB and AR.

I don't know the exact spots to replicate the problems in so you might want to get a few people together and confirm it does indeed fix it before you ask everyone to download it.

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