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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Wed, 18 Nov 2009 20:15:58 GMT

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Yes, thats correct. My map only contains the additional invisible box mesh and the level data, the original map contains the terrain data etc which is required for mine to work.

If it still doesnt work let me know and I will look into it sometime.

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