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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Thu, 19 Nov 2009 11:40:21 GMT

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I am at university for the next few hours, but could you quickly confirm whether the AGT / Obelisk are destroyable? If they do it's probably just a matter of copying the scripts.dll into the leveledit folder and re-exporting, I forgot I was not using jonwils modified LE build.

Was that gunner thing present in the original Mesa map? If so it's probably not something I can fix easily.

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