

---

Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Fri, 20 Nov 2009 01:11:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yes, Mesa and Mesa2 are seperate maps, so they both work fine. You can play Mesa on public servers (but the deadzones will still be there) and you can also play Mesa2 on CW servers (with the deadzones fixed). I deliberately named my modified version Mesa2 so you don't have to keep swapping the maps backwards and forwards and trying to remember which one you have installed at any given time.

---