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Subject: Re: Collecting map issues for a possible set of fixed maps

Posted by [StealthEye](#) on Wed, 26 Oct 2011 12:45:09 GMT

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I found the issue that was causing the ghosts, but sadly it won't be in time for the beta2 release (which is due in 12h or so). Also, it's off topic here, since it's not a map-related issue. Please create a new thread for any replies, and/or a moderator split this to a separate thread.

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