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

Posted by [StealthEye](#) on Wed, 26 Oct 2011 17:26:06 GMT

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In both stock and TT, walls absorb 75% of the damage. TT does not aim to make changes like that, we only want to fix bugs. Someone can still make a custom map with the door in a different place though.

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