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

Posted by [liquidv2](#) on Thu, 27 Oct 2011 09:00:02 GMT

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i'm sorry if this has been covered 300+ times but what about the deadzones on the airstrip in regards to beacons

my team just won a game of canyon because the GDI ion beacon didn't kill the strip (it was placed dead center on the runway)

is that a map issue or something else?

also the deadzones in the GDI logos on vehicles

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