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

Posted by [iRANian](#) on Thu, 08 Dec 2011 19:29:09 GMT

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eatcow wrote on Thu, 08 December 2011 12:16 If y'all gonna fix up field, you need to also fix it so you can't wall jump to behind the bar. This is possible to do while the agt is online. Could you make a video or something to explain this in depth?

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