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Subject: Re: Important information for anyone building a map

Posted by [Gen\\_Blacky](#) on Sat, 23 Feb 2013 16:22:58 GMT

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generalcamo wrote on Sat, 23 February 2013 06:31 Could we have a piece of "Hidden" geometry to rectify this issue? For the maps we want the flying vehicles to go higher?

that's what he means a flying a blocker.

"For the maps we want the flying vehicles to go higher?"

Why would you want a vtol higher then the blocker?

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