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Subject: Projectile size fix

Posted by [iRANian](#) on Tue, 30 Jul 2013 23:23:26 GMT

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I heard TT fixed an issue with the way the engine handles projectiles for APB. All projectiles are actually paper thin. I've been noticing I'm getting randomly headshot by tanks in the last few days. Did this fix also get applied to Renegade?

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