
Subject: Re: Getting Meadow.mix to work with TT
Posted by [\[-HOH-\]szymek777](#) on Mon, 14 Mar 2016 20:35:42 GMT
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Fixed:

- vehicles got stuck in weapons factory
- improved performace (better FPS)
- moved turret 1 meter near airstrip so harvester won't get stuck(got stuck for me)
- fixed vehicles spinning on airstrip

==DOWNLOAD=

Enjoy
