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Subject: Flying vehicles in ALL maps.

Posted by [Slash0x](#) on Thu, 29 Apr 2004 15:15:38 GMT

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Maps have to be designed for Flying in the first place. CityFlying is a good example because the wall barrier of that level is very high and very roomy. Walls Flying is the same way. Most of the other maps are too short and too curvy for flying.

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