Subject: Re: Fixing... Points?
Posted by Jerad2142 on Fri, 19 Sep 2008 13:38:59 GMT

It is possible that the answer is related to the above, although I have seen the same thing happen when an object gets created right next to, or in the same spot of another object (didn't put me in blue hell but it put me over a couple hundred feet). I'll up load a movie of some really easily achieved blue hell in a bit.