Subject: Re: War Factory glitch
Posted by StealthEye on Thu, 19 Mar 2009 22:30:03 GMT
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Neither death zones are removed, the bug is fixed where it killed vehicles slightly outside the zone though. This caused vehicles to be killed when they were close to (but not in) the wf bay, for example driving into the WF wall when a vehicle was bought. You will most probably not notice any difference for the airstrip.