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Subject: Re: Altitude bug - aka "deadzones"

Posted by [danpaul88](#) on Sun, 22 Nov 2009 10:03:42 GMT

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There is an additional mesh in the mesa2.mix map which forces the engine to increase the Z axis size used during netcode updates. This is required on both client AND server otherwise the positions they send to each other won't match up and you will end up spawning in mid air several hundred miles above the actual map terrain, falling for a very long time and then going SPLAT when you hit the ground.

As stated before, it's a stopgap fix until 4.0 is released and fixes the code which causes the problem. At that point the mesa2.mix map becomes redundant and can be deleted as the original Mesa will work properly.

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