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Subject: Re: Couple things about fixes/exploits etc  
Posted by [Veyrdite](#) on Sun, 01 Feb 2009 06:56:58 GMT  
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I'm happy to help if anyone has any LE problems.

Problem one, as ERroR states, is simply a badly-named mesh. Normally it would be replaced by the MCT-backer aggregate.

Problem 2 can be fixed by simply having a slanted blocker (preferably simple objects --> mission specific --> Mo9 --> window blocker) that makes the drop more of a ramp.

EDIT: Like so

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File Attachments

1) [rf\\_drop-lag\\_fix.jpg](#), downloaded 600 times

