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Subject: mp\_canyon\_blackwall\_fix

Posted by [Gen\\_Blacky](#) on Sun, 25 Jan 2015 17:47:58 GMT

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This might have been fixed in newer version of scripts. I have not noticed it in 4.2.  
If you have the black wall behind the barracks on canyon you can use this to fix it.

Place mp\_canyon+ folder in your data folder.

Toggle Spoiler

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### File Attachments

1) [canyon\\_blackwallfix\\_4.0.zip](#), downloaded 337 times

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