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Subject: Level Barrier

Posted by [Anonymous](#) on Sat, 04 Jan 2003 00:30:00 GMT

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quote:Originally posted by Beanyhead:I think that tutorial explains that It does, Except for one thing.I cannot enter my level in Commando because of these barriers. When I load the W3D file in Level Edit, it appears to be just a Wide Open Blue Space with absolutely No Terrain. and I fall endlessly. I Exported the Gmax model as a Renegade Terrain.

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