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Subject: When i "make" a terrain in Leveledit...

Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:45:00 GMT

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That means i have to remake my level from scratch! (deleted the .gmax long time ago, when i uninstalled gmax, now i only got the W3D)If no one releases a W3D to Gmax converter soon \*prays\*Oh well, if it takes a while, it will be good practise

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