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Subject: A really weird and strange problem.  
Posted by [Captkurt](#) on Sun, 25 May 2003 04:16:01 GMT  
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On one of my buildings I get everything lined up, the way I want it, like the Purchase Terminals,

I bring it up in Level Edit; every thing looks great, as expected. Make a .pkg it all looks and works fine, make a .mix and the main building is off alignment in the X, Y axis from the purchases

when I do a .mix compile. Any help at all would be greatly appreciated.

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