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Subject: Re: conyard floor...gone...

Posted by [Jerad2142](#) on Fri, 15 Dec 2006 21:55:07 GMT

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You got bad vis sectors (In an AOL voice)! To fix this go into level editor and switch to the soldier, when ever you see something disappear, don't move the camera and push "Ctrl" and "~" at the same time.

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