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Subject: Strange Problem in Map

Posted by [SomeRhino](#) on Tue, 05 Aug 2003 04:55:06 GMT

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I've had that happen before, where all the meshes are misplaced, I fixed it by collapsing the modifier stacks in RenX. It showed up like that it W3D Viewer though, so I would guess a conflicting w3d file name as well.

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