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Subject: Re: Gameplay is Pending and no floor  
Posted by [zunnie](#) on Sat, 07 Feb 2009 13:31:04 GMT  
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The terrain W3D's filenames must be unique in the whole entire data folder from renegade.

If your map mixfile has terrainfilename "bla.w3d", then if another mixfile has "bla.w3d" as well you will fall through the floor.

It's a renegade bug.

w3d filenames must be completely 100% unique in data folder.

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