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Subject: Re: Gameplay is Pending and no floor  
Posted by [danpaul88](#) on Sat, 07 Feb 2009 14:20:55 GMT  
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So, based on that, if he was to delete the terrains .w3d file from his map's .mix file, hence forcing it to load from the single remaining copy in m08.mix (or always.dat, whichever has it), that should fix the problem?

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