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Subject: need info on fixing various map bugs  
Posted by [jonwil](#) on Sat, 26 Jun 2004 06:49:27 GMT  
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thanks for the info mate.

I do still need an answer to the question about whether adding extra meshes to the w3d file will require any changes to the map...

The walls/walls\_fyling issue looks fixable.

As for the tunnels issue, I dont think that one is worth fixing.

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