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Subject: Problem here

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:34:00 GMT

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Hmm, I think I figured it out. The terrain preset was named Terrain, pointing to the W3D. It still loaded even after having changed it to that from something else. It was looking for stuff that didn't exist, yet the terrain was still there... I deleted the non-referenced terrain instances and have replaced them with the normal version. I'm going to see if that works now.

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