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Subject: Peices dissapear when rotating

Posted by [FynexFox](#) on Mon, 02 Aug 2004 21:35:32 GMT

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Ok, in my map I had modeled a custom dock to start at. I textured it and evrything, then I went and cloned it, I spun it around and positioned it, a few pices went invisible, then Instead of cloning it I inserted the dock file in 2 times, the first one worked and the second one I merged in had the same problem, does anyone have anyideas why this happens?

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