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Subject: GLITCH!

Posted by [Oblivion165](#) on Thu, 24 Feb 2005 03:14:07 GMT

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Well generating sectors is for pathfiding. Doesnt really effect vis in anyway.

Things that come to mind:

1. Compute Vertex Solve (in leveledit)
2. Your meshes are overlapping
3. Wrong format of texture (But if you are seeing it fine then probably not)

If you show us a screen, we will probably reconise it.

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