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Subject: Re: The KOSs2 mappack: want your map in it?  
Posted by [Oblivion165](#) on Wed, 23 Aug 2006 22:48:49 GMT  
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Ralphzehunter wrote on Wed, 23 August 2006 15:49 You also have to worry about which maps you give out because of collision between the terrain names, don't you?

Im 99% positive that leveledit will only pull the terrains out of a m\*.mix, so i dont think there is a problem there.

Im sure more than one person named their terrain "terrain.w3d", so I would bet it is safe from such things.

An easy test could be done, but im too lazy to do it.

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