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Subject: Re: conyard floor...gone...

Posted by [R315r4z0r](#) on Fri, 15 Dec 2006 23:46:42 GMT

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Well I didn't break up the terrain, cause I thought it was small enough already.. And the problems lie in the conyards.. the rest of the map is fine ATM.. Maybe I should just use a different construction yard model?

And also, if the problem was Vis errors, wouldn't I get them too?

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