
Subject: Re: Note to mappers regarding elevators and other building parts/tiles
Posted by [Jerad2142](#) on Sat, 18 Oct 2014 16:46:55 GMT

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For me if I start seeing collision issues usually I just had to delete and replace the terrain/tiles that were affected, on Canadacdn's Metroid map I usually have to do it each time its loaded, however under 4.X it seems to happen less often.
