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Subject: Major Level Edit issue

Posted by [icedog90](#) on Mon, 13 Sep 2004 02:54:07 GMT

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This was weirder than I thought. DeathAX helped me figure this out while you guys were sleeping (:rolleyes:) and the only solution was detaching the terrain in half, which has absolutely nothing to do with the alpha blend, it worked anyway. It still makes zero sense, and I still would like to know why the hell it does this.

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