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Subject: Re: Building meshes are all messed up  
Posted by [Veyrdite](#) on Fri, 17 Nov 2006 22:32:35 GMT  
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this happens to me  
its just because you need to move everyding together.  
when you merge, as soon as you try and move the stuff it normally seperates. my advice, as soon as you merge it, group it.

i also reccomend you ungroup it at the end as its loads a lot quicker in leveledit without groups

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