

---

Subject: Re: LE crashes after saving & bad export  
Posted by [Naamloos](#) on Sun, 08 Jan 2006 16:32:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The map's objects.ddb is already removed.

However I just noticed a bug in the terrain which I (thought) already fixed a while ago, but somehow it returned. There is a hole that I just can't seem to close, and everytime I fix it by selecting some vertexes (and "grouping" them up to close the hole) , the vertexes I used then ignore all W3D settings... And the hole is still there (nothing detached)

---