
Subject: Re: C&C_Grassland

Posted by [YSLMuffins](#) on Mon, 28 Aug 2006 23:00:58 GMT

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You did export it as terrain, right? Did your Level edit directory change somehow? Preset directory in level edit get corrupted? You somehow overwrite the w3d file in your folder accidently?

If a preset doesn't exist when the terrain w3d calls for it, that shouldn't stop Level edit from loading the entire model as far as I know.
