
Subject: Re: Level Editor Help Plz
Posted by [snipe4555](#) on Tue, 04 Sep 2007 23:26:17 GMT
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I've had this same problem... and, when I followed your advice and exported it as a .mix, it destroyed the preset terrain for my leveledit. Now, i can't get it to become normal again. I've reinstalled, gotten the objects from my friend, and tried many other things... So... two questions.

1) What do you do if the exportation of the .mix fails?

and

2) How can you fix a terrain that's been destroyed due to the exportation failing?
