
Subject: Re: Demo of hud.ini radar map features
Posted by [Scrin](#) on Tue, 23 Oct 2007 21:55:20 GMT
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Oblivion165 wrote on Tue, 23 October 2007 16:511) Open leveledit file
2) Menu ~ Camera ~ Top
3) Menu ~ View ~ (Uncheck) Show editor only objects
4) Alt + "+" several times
5) Zoom back
6) If buildings are foggy: Menu ~ Vis ~ Reset Dynamic Culling System

ok love you..... so its was LE, im not used them for ages and forget ffs!!
so thanks sir kane anyway for islands!
