

---

Subject: Re: Making Terrain

Posted by [jnz](#) on Sun, 18 Nov 2007 02:46:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

bat66wat6 wrote on Sun, 18 November 2007 02:33Are the "BuildingsWithProxies" meant to look like this?

Yes, they are. They will show up properly in LevelEdit.

---