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Subject: Re: Level edit questions

Posted by [GEORGE ZIMMER](#) on Tue, 12 Feb 2008 11:08:22 GMT

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Yeah, hold ctrl in level edit to move faster. Also, you can rotate objects by pressing the comma and period keys (, and .).

Lastly, that's the "blank texture" texture. It means the texture you have isn't in your mod file. Put it in your EditorCache of your mod folder. (C:\Program Files\Renegade Public Tools\Level Edit\

Good luck with mapping/modding. Also, a tip, I highly recommend saving often when working with Level Edit. It has a tendency to crash. A lot. Especially when you click "mod" on anything in the presets list.

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