
Subject: Deleting Terrain-Elements in Leveledit?
Posted by [rrutk](#) on Sat, 05 Apr 2008 09:47:25 GMT
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1.

How is it possible, to delete terrain-elements from a map permanently with leveledit?

For instance trees!

With the option "Terrain selectable" it is possible to mark the tree und delete it with "Del". If I compile the modpage, the tree is gone away.

But if I load the level again in leveledit, it still is there again...it should be possible to delete it permanently?

2.

With that, is there a way to change to standard SP-HON exterior with that one aircraftkiller released (the E3-HON) in Leveledit?
