
Subject: Re: Deleting Terrain-Elements in Leveledit?
Posted by [EA-DamageEverything](#) on Sat, 05 Apr 2008 17:59:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Open up the map in Leveledit. Hit F6. If you can select the specified Tree or Palm then, feel free to delete it. It will be removed from the "Instances" tab.

Save the current level, copy the .ldd & .lsd files into the servers DATA dir and run the game.
