Re do the actual level. From my experiance is it really easy to screw up a lvl file. A wrongly configured script can cause the map not to load. A missing preset can also cause this. They probably had to re-do the lvl file from a earlier backup more than likely and that means setting a lot of things back up including scripts and waypaths etc. The vis generation and things like that are CPU intensive processes that can take hours to do and you have to be 99% sure everything is setup correctly before you can start doing that or you have wasted hours of vis generating to find you have a forgot to add something.

_General Havoc