## Subject: level editor trooble
Posted by RaptorA on Thu, 16 Mar 2006 16:54:31 GMT

ok im having trooble finding my terrain when iv put it on level editor when i make it i just cant see it on screen. it must e there coz it tanks a bit for le to make the terrain (this is a terrain iv imported form renx)i know theres a way to see more on the screen i did it when i was just starting with le but now i cant find it. also the find ID thing dont work so thats no use.

so if any onw knows how to find it and also knows who to see more on the screen like...

the blue that cuts the hill how do u make it so u can see all the hill and the terrain behind it?

ty for any help

## File Attachments
1) LevelEdit 2006-03-16 16-52-35-98.png, downloaded 601 times

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Subject: Re: level editor trooble
Posted by metalfej on Thu, 16 Mar 2006 18:52:25 GMT
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tell me:

WHAT IS THIS???

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## Subject: Re: level editor trooble
Posted by RaptorA on Thu, 16 Mar 2006 19:24:49 GMT
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its just showin that the terrin dont full show its cut away when u zoom out and im saying how do u stop it cutin it out when u zoom out

hard to explane

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## Subject: Re: level editor trooble
Posted by JeepRubi on Fri, 17 Mar 2006 00:23:37 GMT
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Quote:ok im having trooble finding my terrain when iv put it on level editor when i make it i just cant see it on screen. it must e there coz it tanks a bit for le to make the terrain (this is a terrain iv imported form renx)i know theres a way to see more on the screen i did it when i was just starting with le but now i cant find it. also the find ID thing dont work so thats no use.

Translation: Ok, in level edit I am having trouble locating my terrain, when I place it in the level edit i can not see it due to the short veiw distance. I understand that there is a procedure to alter the veiw distance. I used it when I first had level edit but I have forgotten. Along with that the find Identification for the objects does not work.

Ok, you will want to make sure that your model is centered in RenX(it will be easeier to find in level edit). To increase your veiw distance (how far you can see) hold Alt + Shift, then tap the plus key. The more times you repeat this the farther the veiw distance gets. Io decrease the veiw distance hold Alt then the minud button.

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## Subject: Re: level editor trooble
Posted by Major Mike on Fri, 17 Mar 2006 01:34:39 GMT
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To make the camera see further press alt+plus, you may need to hit it several times.

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## Subject: Re: level editor trooble
Posted by RaptorA on Fri, 17 Mar 2006 10:16:45 GMT
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 nice one thank a bunch      (i,m not gay) ^^

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