## 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?

## Subject: Re: Deleting Terrain-Elements in Leveledit?
Posted by Reaver11 on Sat, 05 Apr 2008 16:42:05 GMT

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rrutk wrote on Sat, 05 April 2008 03:471.

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

Renx is the way im affraid you will have to use it to get all the changes in your map going.

## Subject: Re: Deleting Terrain-Elements in Leveledit?

Posted by EA-DamageEverything on Sat, 05 Apr 2008 17:59:37 GMT

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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.

Subject: Re: Deleting Terrain-Elements in Leveledit?
Posted by Veyrdite on Mon, 07 Apr 2008 23:25:27 GMT

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Unfortunately if you delete too many meshes from the terrain LE crashes when loading the level.