
Subject: Small Level Editor Tipp

Posted by [mrÅ£ÄŞÄ-z](#) on Mon, 23 Mar 2009 15:41:14 GMT

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Yeah looks like some Peoples doesnt know how to "Fix" the disappering Terrain, Objects or whatever in Level Editer and Ingame.

To "Fix" this just load the map in Level Editer and do this:

Hold "ALT" and press 10 Times the "+" Button.

Thats it, simple and nice effect just a Tipp for everyone who want to know that

Pictures:

BEFORE:

AFTER:

Subject: Re: Small Level Editor Tipp

Posted by [Di3HardNL](#) on Mon, 23 Mar 2009 16:32:48 GMT

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Thanks for the tip man

Subject: Re: Small Level Editor Tipp

Posted by [Spyder](#) on Mon, 23 Mar 2009 17:39:27 GMT

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I already knew this...

I already knew this for a couple of years to be honest

Subject: Re: Small Level Editor Tipp

Posted by [mrÅ£ÄŞÄ-z](#) on Mon, 23 Mar 2009 17:50:54 GMT

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Some peoples doesnt know that why i posted it

Subject: Re: Small Level Editor Tipp
Posted by [Altzan](#) on Mon, 23 Mar 2009 23:02:43 GMT
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DimitryK wrote on Mon, 23 March 2009 11:39I already knew this...
I already knew this for a couple of years to be honest

Me 2, but thanks for posting it anyhow madrackz

Subject: Re: Small Level Editor Tipp
Posted by [Gen_Blacky](#) on Mon, 23 Mar 2009 23:03:41 GMT
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my leveledit does this for me

Subject: Re: Small Level Editor Tipp
Posted by [Omar007](#) on Tue, 24 Mar 2009 14:43:44 GMT
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Nice

I didn't knew

Subject: Re: Small Level Editor Tipp
Posted by [_SSnipe_](#) on Tue, 24 Mar 2009 15:33:18 GMT
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nice...
