Subject: Got a problem, terrain is gone! (pkg->mix)
Posted by Anonymous on Tue, 25 Feb 2003 10:06:00 GMT
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This can be one of many problems but make sure your terrain is definately a temp and that the W3D filename is not too long. But i don't think the terrain would show up in level edit if the filename is too long. One thing to check is that you did not delete any LDD or LSD file when you converted to mix and that your mix file is name the same as your lvl file. I'm sure other people will agree thats this is the likely problem.