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Subject: Something is up with my lvl edit  
Posted by [zunnie](#) on Tue, 29 Mar 2005 01:52:47 GMT  
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Terrain > "Add" browse for your map W3D file and add it.  
load your .lvl file, select the W3D you just added in LE and hit "Make", the  
terrain should now load preserving any spawners or objects you already  
added.

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