
Subject: Re: Unlocking LevelEdit
Posted by [Titan1x77](#) on Tue, 05 Jul 2005 11:54:01 GMT
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how did this come along?

Could you possibly alter the color of the fog?...theres a box for where the color shows up, maybe link the box to the color picker and see if it could let you modify the fog color?

Also the playsound from the Xtra's menu?

And for whatever it's worth maybe some of the heightfeild bugs such as No vertex noise, and the surface property's.
