Subject: Disapearing clone meshes
Posted by bisen11 on Sat, 05 Nov 2005 04:04:07 GMT

In my map there are a few peices of terrain that don't appear in level edit. All of them seem to be clones of one thing or another (not sure if that's the reason). But In any case does anyone know how i could get these to appear in LE?

EDIT: Nvm, someone helped me.