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Subject: Re: Objects in Level Edit

Posted by [Napalmic](#) on Sat, 04 Mar 2006 02:53:10 GMT

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You mean, exported to Level Edit.

As long as you unhide all your meshes in RenX when you export, you shouldn't have that problem. Otherwise, reset your lighting or restart LE so it finds the new model. I don't have that problem unless the whole model is invisible. When placing emitters inside LE as well, you get a box.

I'm pretty sure you can select it, click the edges, or select and delete it from the instances tab.

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