Subject: Re: Ran into big problem...
Posted by Halo38 on Tue, 26 Dec 2006 23:41:31 GMT

piotrkol1 wrote on Tue, 26 December 2006 01:23So you think in game there will be no problems like before?

I've used the "terrain selectable" and deleting the mesh meathod before also, one thing I noticed if you save your work, close and load level edit again you may need to delete the mesh again as level edit seems to forget these type of adjustments and loads up the deleted mesh. Deleting meshes like this may also effect vis data, but in your case not likly