

---

Subject: Re: runnin outa memory?

Posted by [R315r4z0r](#) on Fri, 29 Dec 2006 04:29:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

select your mesh, then in file, go to "save selected"

Now delete what is selected that you just saved, then save the rest as something else. Export that.

Then open what you just saved, then export that.

In level editor, import both into their own terrains, then make both, and it should work.

---