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Subject: Re: how do i get all of m02 in to the level edit  
Posted by [YSLMuffins](#) on Thu, 14 Jun 2007 22:20:08 GMT  
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I can't bring up Leveledit at the moment, but there should be an option in one of the menus to enable and disable vis data.

Edit: Actually, if you're just "making" the models in level edit, you need to make more than one, because the entire map is split up into multiple models.

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