

Subject: Re: Kill Buildings

Posted by [mrÅ£ÃŠÄ-z](#)

on Thu, 30 Aug 2007 14:26:22 GMT

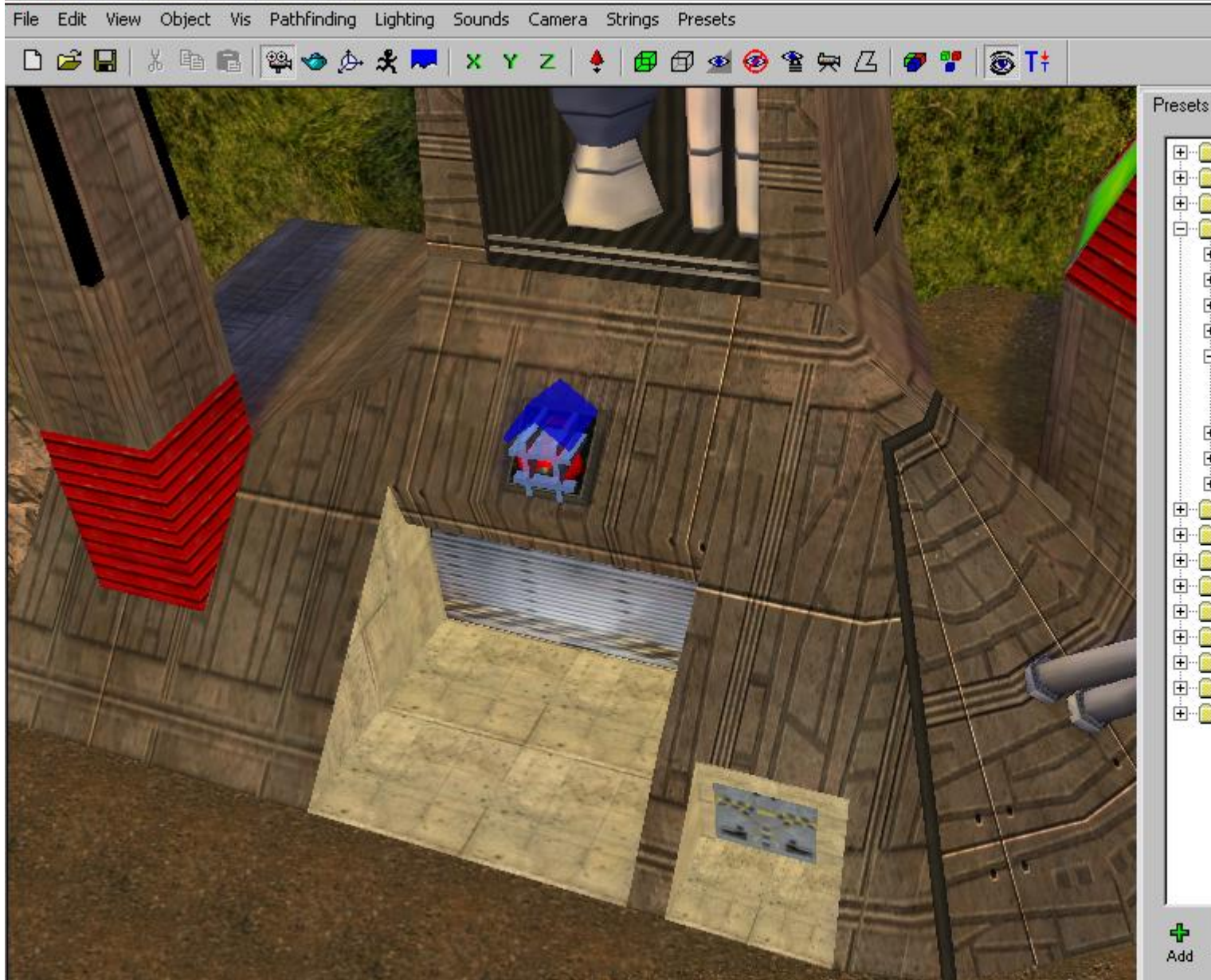
[View Forum Message](#) <> [Reply to Message](#)

And what i have to do now?

File Attachments

1) [M03 Ref.JPG](#), downloaded 128 times

M03.lvl - Commando Level Editor



The screenshot displays the Commando Level Editor interface. The main window shows a 3D perspective view of a building interior. A prominent feature is a red staircase on the left side. In the center, there is a blue structure, possibly a doorway or a small room. The walls are made of grey stone blocks. The floor is a mix of grey and brown tiles. The interface includes a menu bar at the top with options: File, Edit, View, Object, Vis, Pathfinding, Lighting, Sounds, Camera, Strings, Presets. Below the menu bar is a toolbar with various icons for editing and viewing. On the right side, there is a 'Presets' panel with a list of yellow folder icons and a green plus sign labeled 'Add'. At the bottom of the editor window, there is a status bar with the following text: Selection set: mp_Nod_Refinery.152143 (VisObjectId = 1302,). TimeManager::Update: warning, frame 1720 was slow (2665 ms) TimeManager::Update: warning, frame 2064 was slow (7470 ms). The Windows taskbar is visible at the bottom, showing the Start button, several icons, and the active window title 'M03.lvl - Comma...'. The system tray shows 'Ready', 'M03x', 'Camera (-116.98,14.92,41.14)', and 'Fran'.