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Subject: Re: Demo of hud.ini radar map features  
Posted by [Oblivion165](#) on Tue, 23 Oct 2007 21:51:13 GMT  
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- 1) Open leveledit file
- 2) Menu ~ Camera ~ Top
- 3) Menu ~ View ~ (Uncheck) Show editor only objects
- 4) Alt + "+" several times
- 5) Zoom back
- 6) If buildings are foggy: Menu ~ Vis ~ Reset Dynamic Culling System

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### File Attachments

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- 1) [hourglass.jpg](#), downloaded 641 times

