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Subject: Re: Deleting Terrain-Elements in Leveledit?  
Posted by [Reaver11](#) on Sat, 05 Apr 2008 16:42:05 GMT  
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rrutk wrote on Sat, 05 April 2008 03:471.

How is it possible, to delete terrain-elements from a map permanently with leveledit?

For instance trees!

With the option "Terrain selectable" it is possible to mark the tree und delete it with "Del". If I compile the modpage, the tree is gone away.

But if I load the level again in leveledit, it still is there again...it should be possible to delete it permanently?

2.

With that, is there a way to change to standard SP-HON exterior with that one aircraftkiller released (the E3-HON) in Leveledit?

Renx is the way im affraid you will have to use it to get all the changes in your map going.

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