
Subject: Re: A level editor challenge

Posted by [danpaul88](#) on Sun, 30 Aug 2009 18:39:34 GMT

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

If you exported the map with the same name as the original .mix file then you actually deleted the terrain because it was inside the original .mix file.

If you didn't.... make sure you temp the terrain preset and name it the same as your level.
