Subject: Re: level editor trooble
Posted by JeepRubi on Fri, 17 Mar 2006 00:23:37 GMT
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Quote:ok im having trooble finding my terrain when iv put it on level editor when i make it i just cant see it on screen. it must e there coz it tanks a bit for le to make the terrain (this is a terrain iv imported form renx)i know theres a way to see more on the screen i did it when i was just starting with le but now i cant find it. also the find ID thing dont work so thats no use.

Translation: Ok, in level edit I am having trouble locating my terrain, when I place it in the level edit i can not see it due to the short veiw distance. I understand that there is a procedure to alter the veiw distance. I used it when I first had level edit but I have forgotten. Along with that the find Identification for the objects does not work.

Ok, you will want to make sure that your model is centered in RenX(it will be easeier to find in level edit). To increase your veiw distance (how far you can see) hold Alt + Shift, then tap the plus key. The more times you repeat this the farther the veiw distance gets. Io decrease the veiw distance hold Alt then the minud button.