

---

Subject: Missing parts after export?

Posted by [Hav0c](#) on Sat, 18 Dec 2004 21:07:25 GMT

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

---

Look for hidden meshes and delete them. Think the key is "h" it lists all the items in ur scene if theres some randomn thing thats nothing to do with the map delete it.

---