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Subject: How to find zone box size in LE?

Posted by [a000clown](#) on Wed, 17 Jun 2009 07:30:58 GMT

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If I have a zone in leveledit I can easily find the position and rotation by double clicking the object and checking the appropriate tab, but I can't find any way to get the box size.

I think the information is in the mapname.dyn file if I choose "Object > Export Dynamic..." but it's a binary file so I can't read most of the characters.

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