

---

Subject: Issues with LevelEdit

Posted by [laeubi](#) on Tue, 04 Nov 2003 08:48:27 GMT

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

---

check if ANY mesh is named orgin.00 or something

Also if press [ALT] + [+] several times (will bring your max camera view to max) because maybe your may is only out of view.

---