Restoring Deleted Brushes
(Using Map, DM-SD!Bistro)

Step 1)

First of all, get to know the map really well by playing it in practice mode untill you know where everything is. Then open the map in the UT Editor. At this point all you will see are the Actors, Meshes, Movers, Etc...

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Step 2)

This is the difficult part. Switch to the "Top View" and guess the size (*Width and breadth*) of the map. Make a cube, slightly bigger then the map and do the same for the

height, using the Front or Side view. Once You've properly guessed the right dimensions, press the "*Deintersect*" button and if you estimated the sizes correctly then all the walls will show up. The builder brush sizes I used are height 4500, width 9000 and breadth 11500 and should look like it does in the two images below.

(Top View)
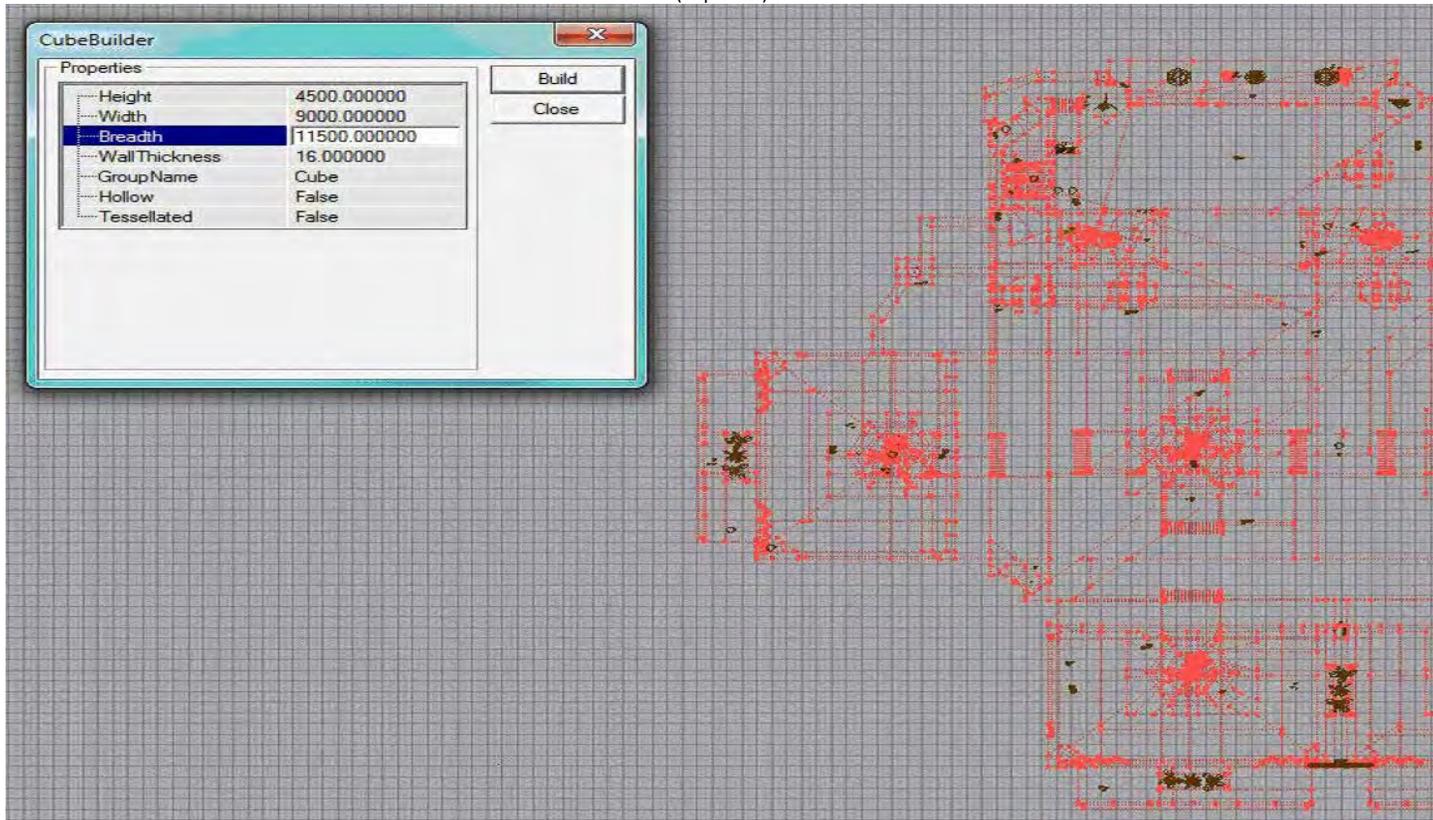
(Side View)
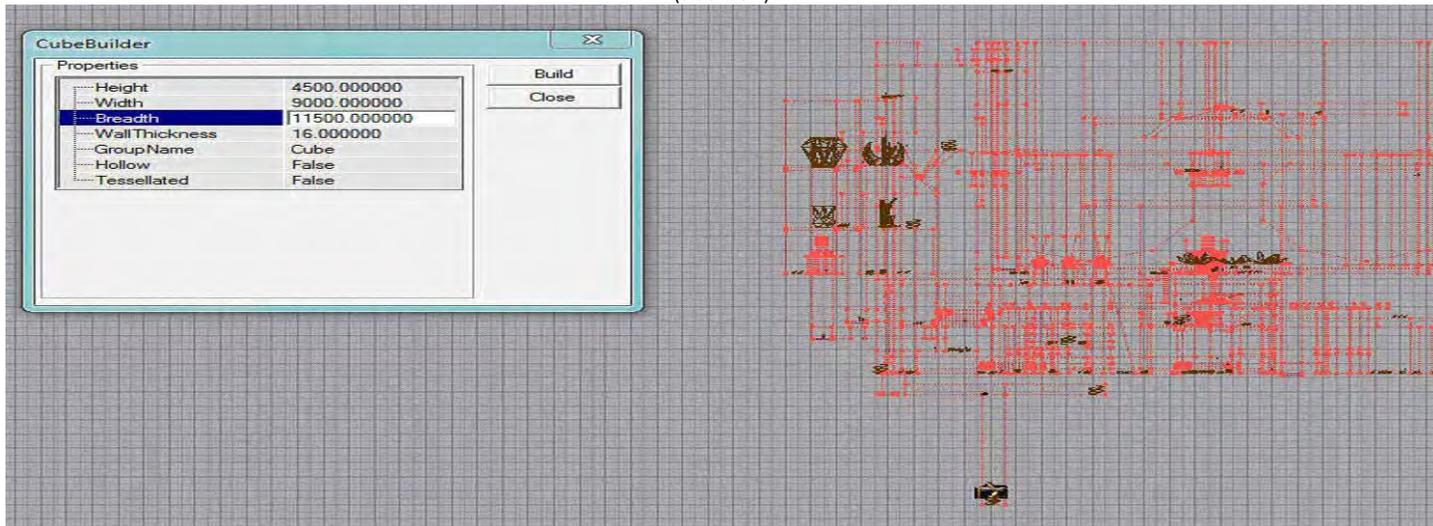
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Step 3)

Now that you know the rough size of the map, don't do anything with this brush unless you want to export it for later use. Now add 256 to All on the Builder Brush so now you should have Height 4756, Width 9256 and Breadth 11756. As shown below, using the "*Top View,*" move this brush up so it's well clear of all the other Meshes, Actors, Etc...
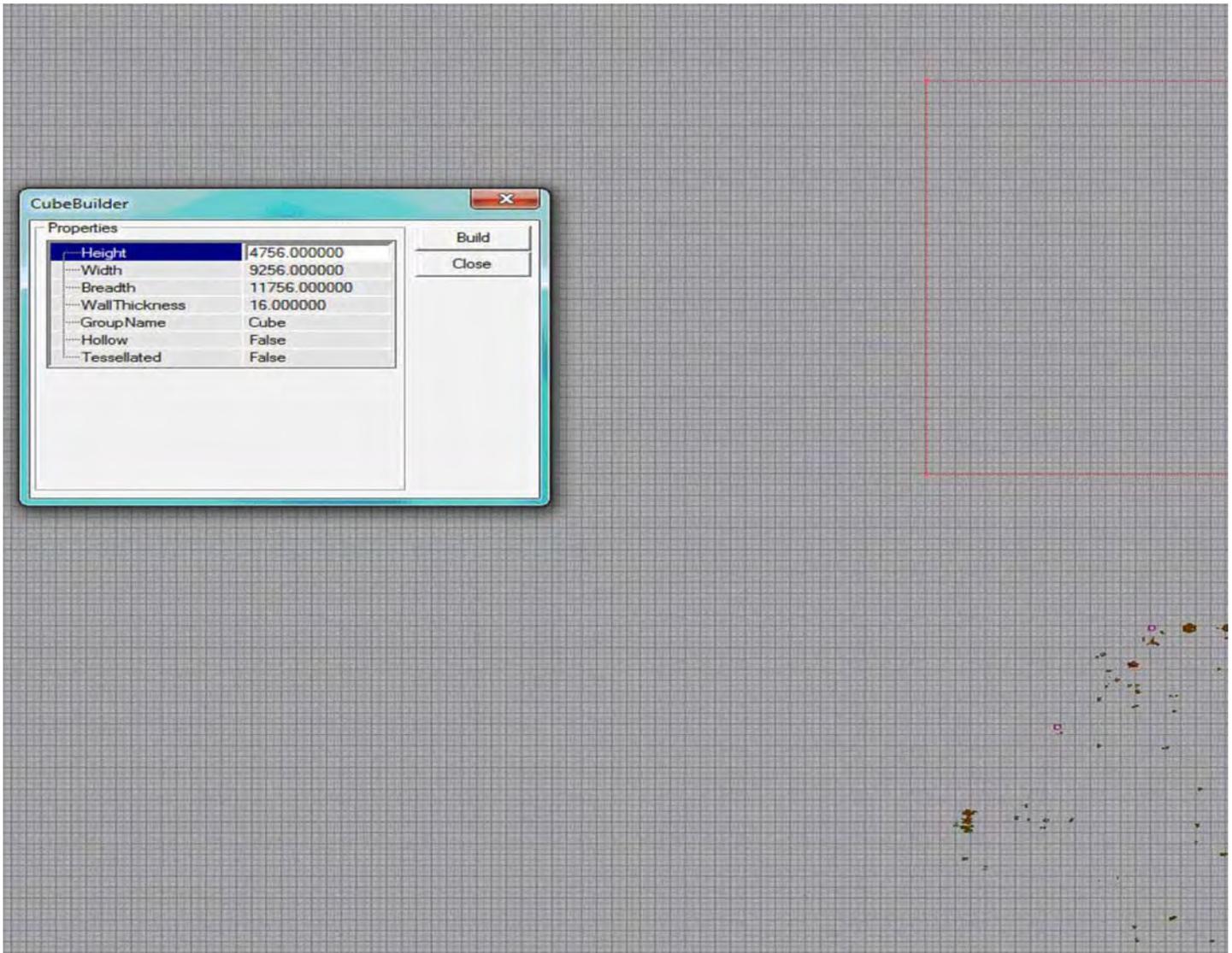
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Step 4)

Now subtract from this location, then move back to where you sized your map up and change the Builder Brush back to the size it was (4500-9000-11500) when it fit the map. Press the Intersect, making sure you have all Walls, Windows, Floors, Roof, Etc. Move this Builder Brush back to the subtracted part of the map, lining it up in the middle So it fits completely inside.
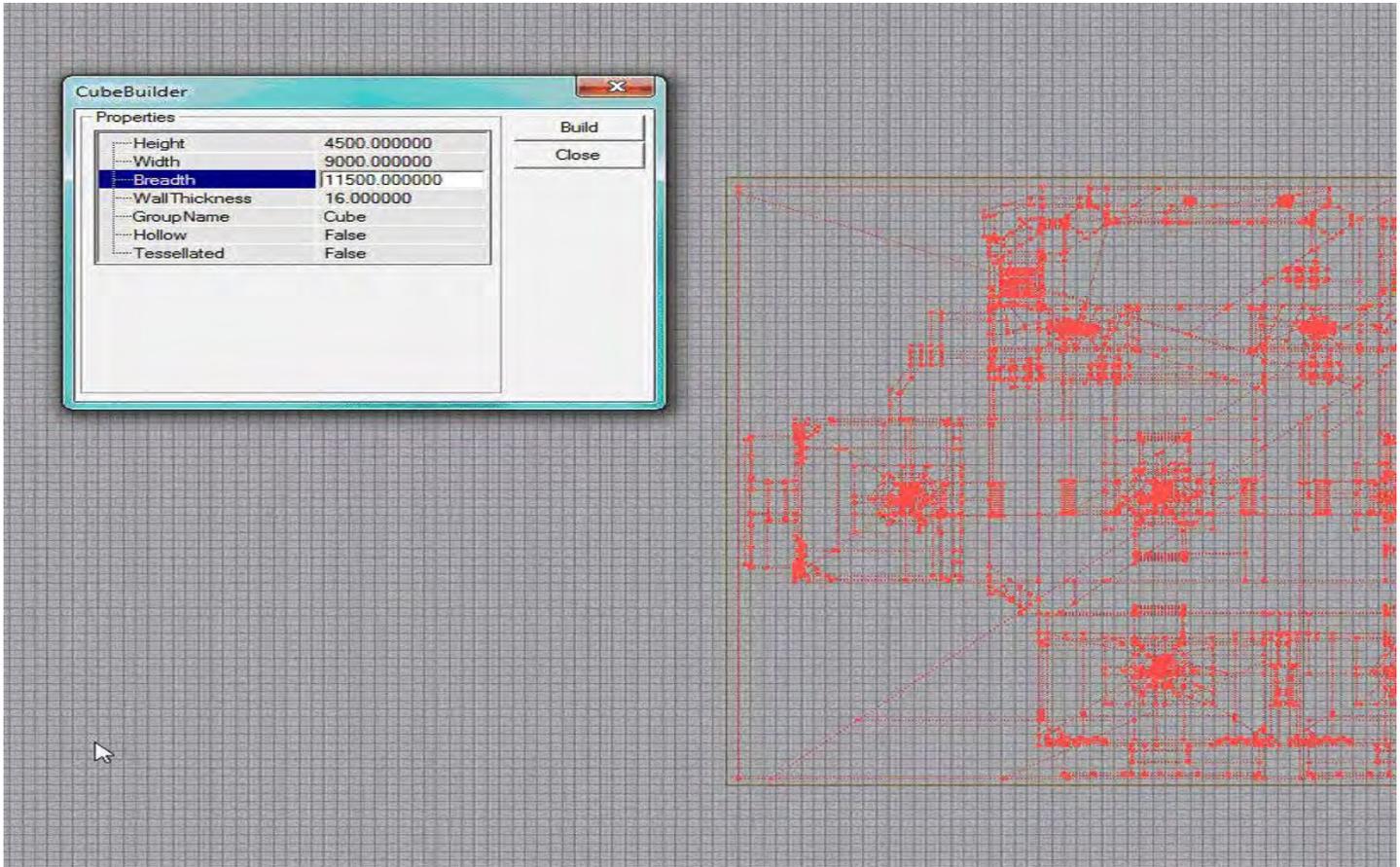
Step 5)

Hit the Add button and it should start to look like the map now.
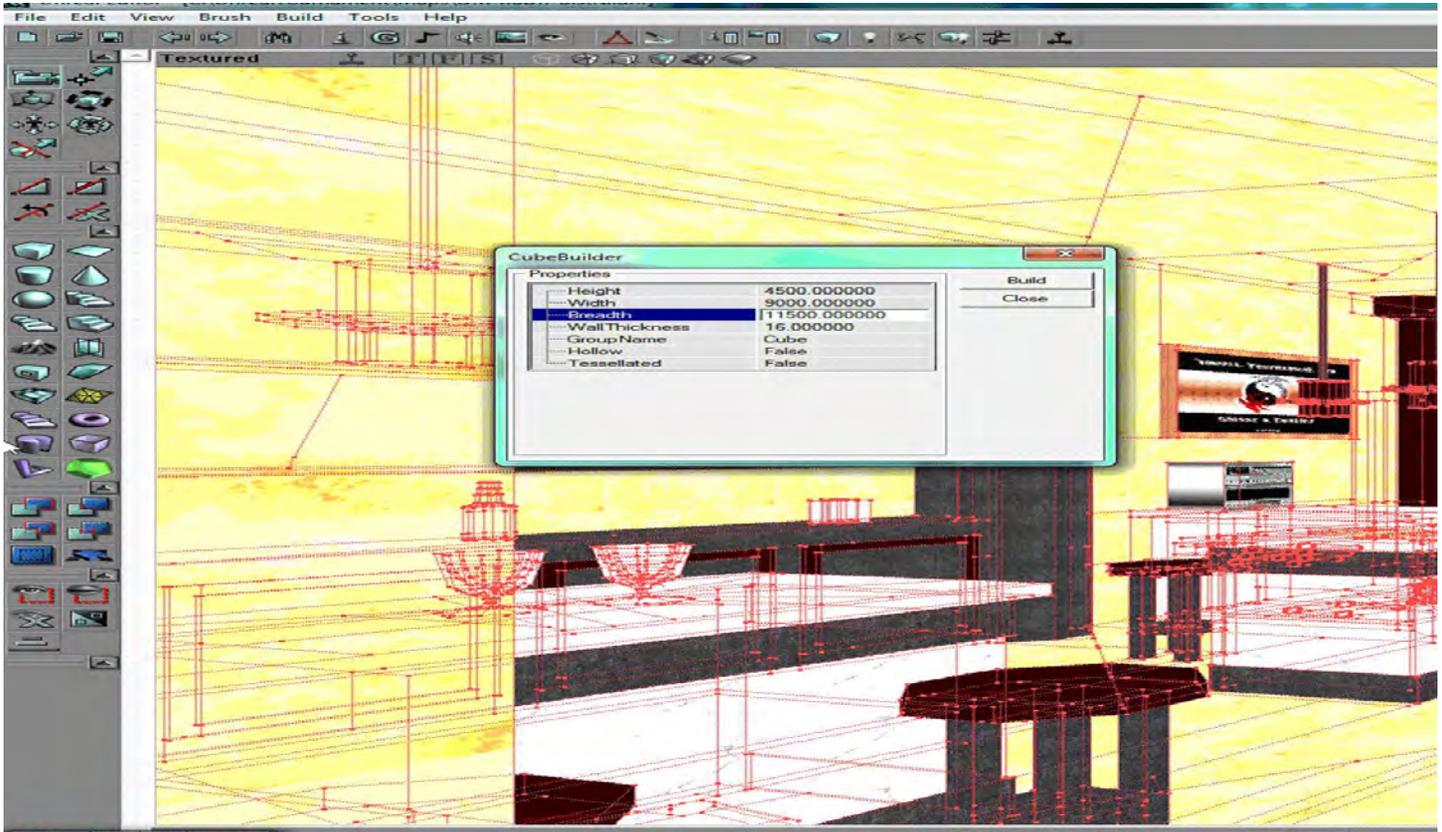
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Step 6)

So now we have the map, but what about the Weapons, Meshes, Movers, Etc.?

Click back on Top View and move the Builder Brush well out of the way. Left-click on any Mesh where the map started from, then right click and select "*All*." Hold down the Ctrl key and deselect the 2 brushes you have made like this.
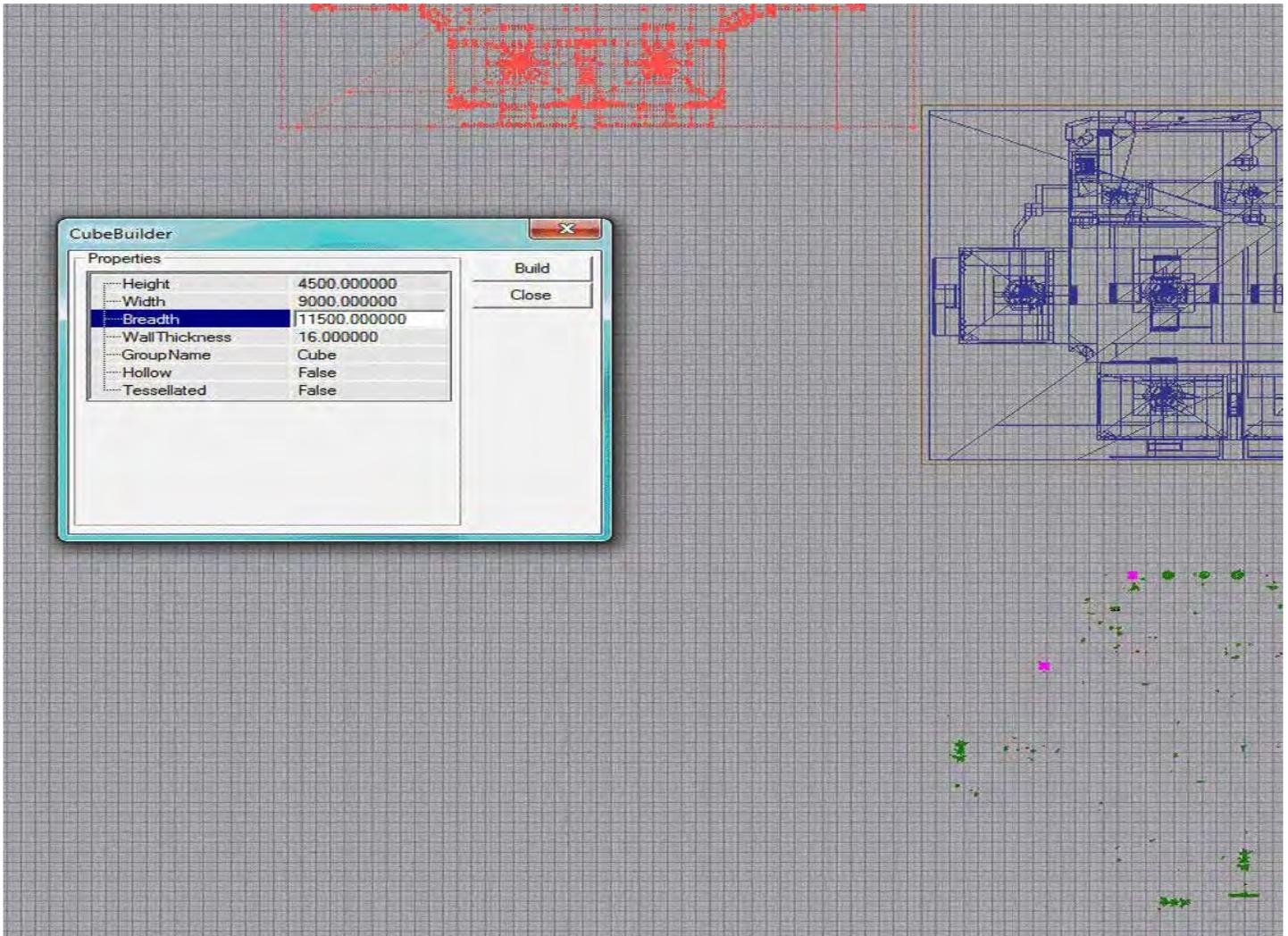
Then you can line up all the Meshes, Weapons, Movers, Etc. all at once. Don't worry about the Movers, they will have the key frames still attached to them, so they will still move to where they should be. You can now copy the fake back drop, but that it's also easy to make a new one. Once every thing is lined up you can now rebuild then add on from this.

Hope you found this tutorial helpful.