

You aren't going to believe how easy it was.

- 1) unreal -editor
- 2) Window -> New camera
- 3) Type 'e'
- 4) Type: "server open" without the quotation marks.

Unreal.exe -editor

This is sufficient for the November build to allow actions like loading levels and rebuilding them. The September build requires an additional step. The problem is that you are not able to type commands into the log window. Thanks to Leo, you type the letter 'e' which brings up the editor command interpreter. It is hard to see so you'll have to look closely. Once you activate it, you type:

**Code:**

```
server open
```

Then hit enter. This simple command prevents the editor from crashing while issuing other editing commands.