

First Aid: Workshop objects are not displayed

Solution:

1. Unsubscribe **ALL** of the LOTUS [workshop](#) and check if the [workshop](#) download folder is completely empty (Steam\steamapps\[workshop](#)\content\370350)
2. Start LOTUS once and close it
3. Check if a `wsitems.cfg` has been created in the config folder. Well, delete the `wsitems.cfg` and continue with the next steps.
4. Subscribe one thing from the [workshop](#) and wait until Steam is done with the download.
5. Start and close LOTUS again
6. Check again if a `wsitems.cfg` was created in the config folder. So you can subscribe to the rest of the [workshop](#) objects without any problems.

Important is that after subscribing to a [workshop](#) object **ALWAYS** start LOTUS before you open the map editor!