Subject: Mapping Problem-Unable to split node.
Posted by Captkurt on Sat, 28 Jun 2003 19:27:00 GMT

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Joey-YCLE is commando levle editor, importing is importing the W3D file into the editor for use. i see editor importing the mapo itno it, not opening due to the origional W3D file is not touched when you editr the elvel in CLE.

I still have a problem with the term "import". if you're in Level Edit, then you should just do a open, or load, not import if it's a Export of RenX's.