Subject: Re: I feel bad asking this...
Posted by crazfulla on Mon, 29 Mar 2010 07:49:25 GMT

go to the instances tabin level edit then expand the buildings icon then pick a subcategory (obelisk is under "Generic Building" its called "mp_Nod_Obelisk"). If you see two obelisk controllers in the list, delete one. You may also consider checking for duplicates of other tiles such as doors etc. Level Redit is prone to creating duplicate tiles.