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Subject: Re: Important notice for all renegade mapmakers

Posted by [danpaul88](#) on Fri, 14 Feb 2014 19:32:44 GMT

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If you use the Check IDs option it'll tell you what the collisions are (if any) and leave it up to you to sort them out by hand.

There are other options that automatically go around fixing them, but Check IDs on its own won't.

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