Subject: Problems with Node splitting?
Posted by Jaspah on Fri, 21 Nov 2003 02:05:07 GMT

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I've made my first map, it has all buildings with interiors. I export as a renegade terrain file. When I load up leveledit and load the terrain it says "Failed to split Node", or something like that.

All the files I make now have this problem.

Could you explain what I'm doing wrong?
Or should I reinstall leveledit?

EDIT: This works fine in .w3d viewer!