## Subject: Problems with Node splitting?
Posted by Deafwasp on Fri, 21 Nov 2003 05:49:43 GMT

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Try opening the buildings file (the file with all the renegade buildings in renx) and importing your map (minus the base buildings) into that and arranging your buildings, then >save as "mapname", then proceed to leveledit.

Should work, if it don't - oh well, if it does great. If someone else gives a easier answer, Great for you.