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Subject: Re: LE multiplayer maps  
Posted by [jnz](#) on Sun, 31 Dec 2006 01:40:29 GMT  
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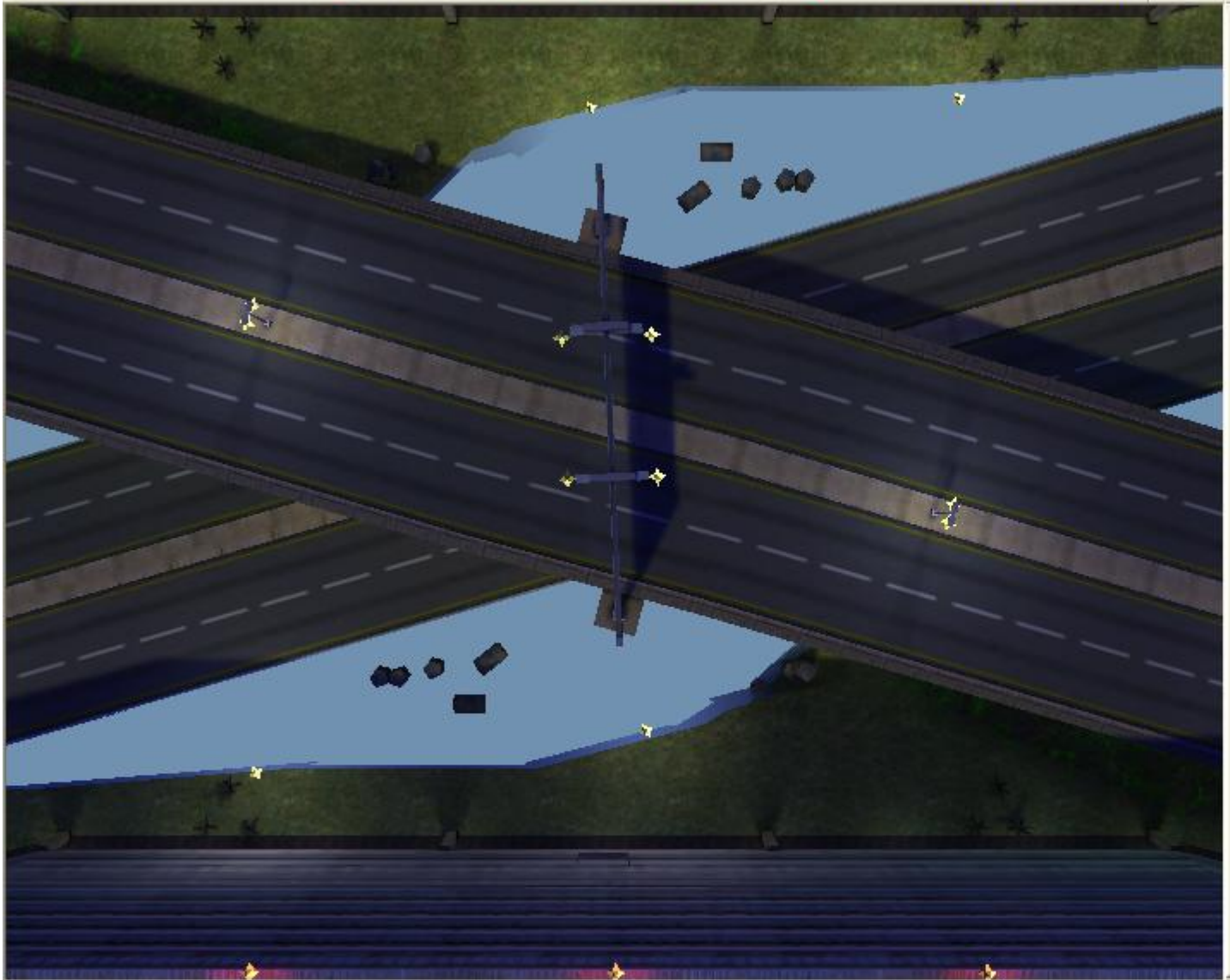
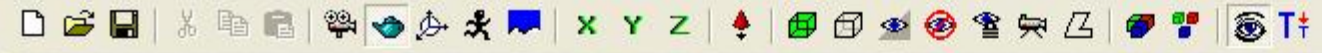
also, how do i get it so it doesn't do this:

(sorry about big size)

### File Attachments

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1) [eh.JPG](#), downloaded 278 times



Unable to split node! objcount = 3. [-28.87,-201.75,-2.12]  
Unable to split node! objcount = 3. [-49.19,-214.53,-5.69]  
TimeManager::Update: warning, frame 2115 was slow (14634 ms)

