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Subject: Re: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 03:38:36 GMT  
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Joey-YI just took the 2nd level's dam area (inside and out) and made it a seperate level with working buildings and so on. When i load in Commando Level Editor, it laods alot of the stuff in the text window then suddenly stops, displays more then a dozen "UNABLE TO SPLIT NODE! OBJECT 4" style messages. Then nothing but a blank blue screen.

This same thing happens when i more then one of any SP building or unit set inside the W3D level file as terrain or animated model.

Whats the problem? I made sure the map wasnt over sizes (its 700M due to cliff scenery) and i made sure nothing was named the same. Anyone know the problem's anser?  
For starters, make sure you're working within you're Mod folder?  
C:\Program Files\RenegadePublicTools\LevelEdit\your maps here.

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