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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 03:53:00 GMT  
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im working within the mod files. yes i do know that much

not sure exactly...im not that good with gmax, i just make simple levels best i can...

i just took original level, cut out everythng i didnt want, merged the 2 SP buildings into it so i could have what i wanted (i took the original oblisk and the pwoerplant models off the map and readded them from SP) then went straight to export....

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