Subject: Mapping Problem-Unable to split node.
Posted by Joey-Y on Sat, 28 Jun 2003 19:34:18 GMT

when i say import to CLE, just replace those words with opened in CLE. i jsut got a habbit of saying i improted it into a different program. i exported to w3d, the imported/opened it in CLE after palcing it in the elvels fodler in CLE's fodler that i got my maps. see now?

in one swif,t and correct way.

i edit a WW level after improting it into gmax through w3d to gmax improting tool. i take out what i dont want, add what i do, wich is 2 SP buildings. i export as W3D. open in CLE, and it gives uanble to split node.