
Subject: Re: Important notice for all renegade mapmakers
Posted by [Gen_Blacky](#) on Tue, 11 Feb 2014 22:00:12 GMT
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Most maps shouldn't have id collisions. I thought leveledit was good at managing that by auto setting different ids?
Not a common problem I have seen.

Jerad Gray wrote on Tue, 11 February 2014 12:51It should be an option in the servers config to ignore the ID issues and attempt to run with them, I know there are a lot of ID collisions that can have no impact on the game what so ever. For example terrain ID collisions don't seem to cause any issues with the net code (at least if its just collisions with other terrain objects).

Waypoints also can be fine if they have collisions, as long as the object they collide with has a lower importance.
