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Subject: Re: Important notice for all renegade mapmakers

Posted by [Jerad2142](#) on Fri, 14 Feb 2014 20:39:56 GMT

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danpaul88 wrote on Fri, 14 February 2014 12:32 If you use the Check IDs option it'll tell you what the collisions are (if any) and leave it up to you to sort them out by hand.

There are other options that automatically go around fixing them, but Check IDs on its own won't. Indeed, but when it returns 200+ id collisions I usually just say fuck it and undo whatever it is that I did to cause it (usually place a new chunk of terrain before setting the id setting back up to where it should be).

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