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Subject: Issues with LevelEdit

Posted by [laeubi](#) on Mon, 03 Nov 2003 09:31:46 GMT

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Tip: NEVER!!! Use W3D names longer than 15 Characters.

Check that. Because that will result in an Workable W3D, but LvL-Edit cant find the neded Nodes, because it bases them on the w3d's name, but internal just using the 15chars, so that might be the Problem.

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