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Subject: Issues with LevelEdit

Posted by [General Havoc](#) on Mon, 03 Nov 2003 10:04:01 GMT

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Yeah, don't try and rename it outside of RenX either as it can mess up. You need to re-export it from RenX again with a shorter name that is shorter than 15 characters. Also avoid a name like "terrain.w3d" as it has been know to conflict with other maps such as some of ACK's.

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