
Subject: I know this has been asked before..
Posted by [Tidu](#) on Sat, 24 Jan 2004 16:56:00 GMT
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I searched for an answer on the unable to split node, and I saw some topics, but no answers.
Here is what I have trouble with:

I make my map in gmax. I export it and Add it the presets in Level editor. I then try to Make it. The first time, it says "Failed to Load <some tile>" i guessing its doing this because it can't find that 5mb tile package that I downloaded and extracted into
HowTo>MultiplayerMaps>MultiplayerTemplate. Would this be a problem? Would I have to extract the tiles elsewhere?
Then whenever I try to Make the map again, it says unable to split node.
Has this ever happened to anyone before?
