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Subject: w3d problems, greg, anyone?

Posted by [Anonymous](#) on Tue, 22 Oct 2002 15:46:00 GMT

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never mind. i fixed it. it seems renx doesnt like meshes with large names. i was having conflict between two boxes so i made them end in random numbers so the chances of getting a match were very low. and when i copied a mesh the name wasnt changed so ui had conflicts. anyone who clones should watch out for this.

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