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Subject: Render Object Name collison AGAIN!

Posted by [Anonymous](#) on Sun, 20 Oct 2002 09:31:00 GMT

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It happens in one of two ways, you renamed a w3d file or you have meshes in your max file whose names are longer than 15 characters and the first 15 match. Don't ever rename a w3d file because there are names embedded inside the file that are assumed to match the name of the file.greg

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