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Subject: Render Object Name collison AGAIN!

Posted by [Anonymous](#) on Sat, 19 Oct 2002 14:29:00 GMT

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You exported a file with a name XXX than you changed it to YYY. LevelEdit will load the file as XXX but you renamed it to YYY so it won't work.If you want the name YYY you have to export it with the name YYY. If you want XXX, export it as XXX but DON'T RENAME IT. [ October 19,

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