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Subject: Exporting from RenX and uploading terrain to the Mod Tools.

Posted by [Aircraftkiller](#) on Sat, 05 Feb 2005 23:24:02 GMT

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The name of the mesh outlined in the export means it's nothing at all. It doesn't exist, thus it gives you that error. It happens when you take a mesh, delete all polygons, and attempt to export. If it has no triangle data from the polygons to generate the level from, it will tell you so.

Find the mesh and delete it. It has nothing in it and is useless.

And if that isn't the problem, you used some really fucked up methods of creating geometry... In which case your only option is to redesign the entire level and learn how to manipulate basic shapes instead of build them per polygon.

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