Subject: Re: Bones with Duplicate names found
Posted by Zion on Sun, 08 Apr 2007 00:49:45 GMT
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No, you use Renx to export the mesh as whatever you need. Don't forget not all mesh needs to be exported as a heirarchical model. maps are exported as Renegade Terrain, same goes for buildings (externals).

The problem you're getting is that the objects causing the issue has an identicle name as another peice of mesh and the exporter can't tell the difference between the two, so it won't let you export. You need to find this defective mesh and rename it to something other than what another object has been named. Only when you do this it will allow you to export it.