
Subject: I need help with Level Edit

Posted by [Halo38](#) on Sun, 14 Sep 2003 18:27:45 GMT

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Quote:Render Object Name Collision: CON YARD.LU_FLOR09

Render Object Name Collision: CON YARD.LU_FLOR08

Render Object Name Collision: CON YARD.LU_FLOR07

Render Object Name Collision: CON YARD.LU_FLOR06

Render Object Name Collision: CON YARD.LU_FLOR05

Render Object Name Collision: CON YARD.LU_FLOR04

Render Object Name Collision: CON YARD.LU_FLOR03

Render Object Name Collision: CON YARD.LU_FLOR02

Render Object Name Collision: CON YARD.LU_TV02

Render Object Name Collision: CON YARD.LU_TV

Render Object Name Collision: CON YARD.LU_RD_AR02

Render Object Name Collision: CON YARD.LU_MCT

Render Object Name Collision: CON YARD.LU_GRN_AR02

Render Object Name Collision: CON YARD.LU_FLOR

Render Object Name Collision: CON YARD.MGCON#LT06

Render Object Name Collision: CON YARD.MGCON#LT05

Render Object Name Collision: CON YARD.MGCON#LT04

Render Object Name Collision: CON YARD.MGCON#LT03

Render Object Name Collision: CON YARD.MGCON#LT02

Render Object Name Collision: CON YARD.MGCON#LT01

Render Object Name Collision: CON YARD.MGCON#LT

Render Object Name Collision: CON YARD.MGCON#000

Render Object Name Collision: CON YARD.MGCON#020

Render Object Name Collision: CON YARD.MGCON#019

Render Object Name Collision: CON YARD.MGCON#018

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Render Object Name Collision: CON YARD.MGCON#014

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Render Object Name Collision: CON YARD.MGCON#009

Render Object Name Collision: CON YARD.MGCON#008

Render Object Name Collision: CON YARD.MGCON#007

Render Object Name Collision: CON YARD.MGCON#006

Render Object Name Collision: CON YARD.MGCON#005

Render Object Name Collision: CON YARD.MGCON#004

Render Object Name Collision: CON YARD.MGCON#003

Render Object Name Collision: CON YARD.MGCON#002

Render Object Name Collision: CON YARD.MGCON#001

Render Object Name Collision: CON YARD

Attempting to load: C:\PROGRAM FILES\RENEGADEPUBLICTOOLS\LEVEEDIT\Co-op
2\levels\con yard int.W3D

Render Object Name Collision: CON YARD.LU_FLOR09
Render Object Name Collision: CON YARD.LU_FLOR08
Render Object Name Collision: CON YARD.LU_FLOR07
Render Object Name Collision: CON YARD.LU_FLOR06
Render Object Name Collision: CON YARD.LU_FLOR05
Render Object Name Collision: CON YARD.LU_FLOR04
Render Object Name Collision: CON YARD.LU_FLOR03
Render Object Name Collision: CON YARD.LU_FLOR02
Render Object Name Collision: CON YARD.LU_TV02
Render Object Name Collision: CON YARD.LU_TV
Render Object Name Collision: CON YARD.LU_RD_AR02
Render Object Name Collision: CON YARD.LU_MCT
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Render Object Name Collision: CON YARD.MGCON#018
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Render Object Name Collision: CON YARD.MGCON#016
Render Object Name Collision: CON YARD.MGCON#015
Render Object Name Collision: CON YARD.MGCON#014
Render Object Name Collision: CON YARD.MGCON#013
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Render Object Name Collision: CON YARD.MGCON#008
Render Object Name Collision: CON YARD.MGCON#007
Render Object Name Collision: CON YARD.MGCON#006
Render Object Name Collision: CON YARD.MGCON#005
Render Object Name Collision: CON YARD.MGCON#004
Render Object Name Collision: CON YARD.MGCON#003
Render Object Name Collision: CON YARD.MGCON#002
Render Object Name Collision: CON YARD.MGCON#001
Render Object Name Collision: CON YARD

I think you have a Render Object Name Collision, just a guess.....

Of what i know can cause this is, you renaming the w3d after you export, the material editor bug sometimes can cause this (i think) and/or the length of your .w3d file name. But i bet Dante can

pinpoint it for you
