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Subject: Renx Exporting Error

Posted by [Blazea58](#) on Sun, 25 Apr 2004 15:00:09 GMT

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ok what i think you needed to do was just to Assign Node Names.

This would just make it so every object in your map has a seperate name, given for everything.

Scrole to the Hammer on the right of Gmax. Scroll down...

Pic located here to show you. Very simple that should help you..

(best to not have anything grouped when you do it)

<http://www.n00bstories.com/image.view.php?id=1352836301>

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