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Subject: Gmax Export Failure

Posted by [icedog90](#) on Fri, 17 Sep 2004 06:52:36 GMT

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After a lot of work on a level, I go to export it to see its progress in LevelEdit. I get an export error saying that there is a duplicate of "Cylinder02", I rename the duplicated object. Export failure again, it still says its name is duplicated; I go rename the second object. Export failure again, it still says there's a duplicate of "Cylinder02", I go check and there is no existence of an object under the name "Cylinder02". I don't know what to do, there is no "Cylinder02", yet it says it's duplicated and refuses to export. I need this level exported and I can't figure it out this annoying issue. It could be a RenX bug, can someone please help me?

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Subject: Gmax Export Failure

Posted by [Spice](#) on Fri, 17 Sep 2004 16:15:29 GMT

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I really don't have anything to say or any idea why it's doing this. I will talk to you when you're online.

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Subject: Gmax Export Failure

Posted by [Oblivion165](#) on Fri, 17 Sep 2004 16:35:54 GMT

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assign node names

Select all objects ~ W3d Tools ~ Assing Node Names

Set it as something short.

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Subject: Gmax Export Failure

Posted by [icedog90](#) on Fri, 17 Sep 2004 19:11:39 GMT

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Oblivion you're a genius. Thank you so much.

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