
Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sat, 19 Oct 2002 13:17:00 GMT
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It still keeps saying that!!!!gr what does it mean!!!???

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sat, 19 Oct 2002 14:29:00 GMT
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You exported a file with a name XXX than you changed it to YYY. LevelEdit will load the file as XXX but you renamed it to YYY so it won't work.If you want the name YYY you have to export it with the name YYY. If you want XXX, export it as XXX but DON'T RENAME IT. [October 19,

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sat, 19 Oct 2002 14:33:00 GMT
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hmm... only the fact XXX wasn't working either when i exported it...

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sun, 20 Oct 2002 09:31:00 GMT
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It happens in one of two ways, you renamed a w3d file or you have meshes in your max file whose names are longer than 15 characters and the first 15 match. Don't ever rename a w3d file because there are names embedded inside the file that are assumed to match the name of the file.greg

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sun, 20 Oct 2002 09:43:00 GMT
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actually greg, there is a tool available to rename w3d files, but as you said, it is not quite as simple as just renamin the w3d file from windows explorer...you need a tool such as <http://prdownloads.sourceforge.net/rentools/w3dtool.zip>?download from jonathan wilson to rename the w3d.Special note... only ADVANCED users should attempt this, as if you don't you will most likely mess it up.

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Sun, 20 Oct 2002 17:16:00 GMT
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wait if the first 15 words match in some way???

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Mon, 21 Oct 2002 06:54:00 GMT
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Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Tue, 22 Oct 2002 18:09:00 GMT
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thats a little to much work just to rename a w3d. i mean.

Subject: Render Object Name collison AGAIN!
Posted by [Anonymous](#) on Wed, 23 Oct 2002 01:40:00 GMT
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Laser, if the first 15 characters match, then you're going to get a name collision because the rest of the characters are ignored. Oh yeah, good job to Jonathan on the renaming tool greg
