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Subject: w3d problems, greg, anyone?

Posted by [Anonymous](#) on Tue, 22 Oct 2002 15:42:00 GMT

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i made a level and when i export to w3d and look at it in commando the roof of my building is not there. i checked the w3d options its not on hide or anything different from any other box that appears in commando. What do you think?

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Subject: w3d problems, greg, anyone?

Posted by [Anonymous](#) on Tue, 22 Oct 2002 15:46:00 GMT

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never mind. i fixed it. it seems renx doesnt like meshes with large names. i was having conflict between two boxes so i made them end in random numbers so the chances of getting a match were very low. and when i copied a mesh the name wasnt changed so ui had conflicts. anyone who clones should watch out for this.

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Subject: w3d problems, greg, anyone?

Posted by [Anonymous](#) on Tue, 22 Oct 2002 21:06:00 GMT

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15 characters max for mesh names! This is the cause of many many problems unfortunately...greg

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Subject: w3d problems, greg, anyone?

Posted by [Anonymous](#) on Wed, 23 Oct 2002 01:59:00 GMT

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LOL, I never had this fault yet. Always was using easy to remember names for meshes. Gflr1, Nwll2 and so on. Vertex paint keeps crashing RenX though. Oh well, not that I can figure it out anyway LOL and oh yeah, KANE LIVES! Greg, how about my Mutant PT question? why PT Zone if no 3rd mutant team.

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