
Subject: How to make more then one AGT or Obelisk?
Posted by [Anonymous](#) on Sun, 17 Nov 2002 01:09:00 GMT
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I am trying to clone the obelisk in gmax, but when i export it, it says bone doorXXXXX error.how to make to obelisk?

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Posted by [Anonymous](#) on Sun, 17 Nov 2002 01:33:00 GMT
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you need to rename ALL the meshes in the second Oblisk to include a different charactersuch as obl_box1 instead of obl_boxthen, you need to do the same to the interiors, or else you will get all kinds of name collisions from the interiors, then you need to clone the building controller and add the new prefix that you edited to...wow, this must sound confusing now... someone please clean up what i am trying to say...

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Posted by [Anonymous](#) on Sun, 17 Nov 2002 10:20:00 GMT
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ITs simple none of the mesh names can be the same when you export so simply ungroup all meshes go throught the one by one and add an extra carater on the end like 1 or what ever you chose as long as you change the name of all of the meshes in the second Oblisk / guard tower it will export corectly

Subject: How to make more then one AGT or Obelisk?
Posted by [Anonymous](#) on Sun, 17 Nov 2002 16:45:00 GMT
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quote:Originally posted by Dante:you need to rename ALL the meshes in the second Oblisk to include a different charactersuch as obl_box1 instead of obl_boxthen, you need to do the same to the interiors, or else you will get all kinds of name collisions from the interiors, then you need to clone the building controller and add the new prefix that you edited to...wow, this must sound confusing now... someone please clean up what i am trying to say...nope - thats exactly how to do it...
