
Subject: Commando Problems

Posted by [weetbix](#) on Sun, 01 Jun 2003 03:04:05 GMT

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Every time I load up my terrain in Commando it come up with the following in the box at the bottom

Render Object Name Collision: MNHND_INT.(interior tile name)

Then it goes through all the interior tiles for the Hand Of Nod but it doesn't do it for the rest of the buildings.

Does anybody know whats going wrong.

Subject: Commando Problems

Posted by [Captkurt](#) on Sun, 01 Jun 2003 03:18:05 GMT

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Nope.

Subject: Commando Problems

Posted by [maytridy](#) on Sun, 01 Jun 2003 03:20:17 GMT

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I don't know either.

Subject: Commando Problems

Posted by [General Havoc](#) on Sun, 01 Jun 2003 08:59:51 GMT

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Your proxys are messed up in RenX I would say. It is trying to pull in all of the parts of the building from their W3D. Make sure that you haven't deleted the square boxes located in the centre of the buildings in RenX as these are the proxy bones that pull in the interiors. Your best bet will be to add the buildings to the map again.

_General Havoc

Subject: Commando Problems

Posted by [weetbix](#) on Sun, 01 Jun 2003 10:08:21 GMT

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Thanks General Havoc you were right it was the proxys :thumbsup:
