Subject: Building_boxes dissapearing????
Posted by Oblivion165 on Sat, 21 Feb 2004 11:24:00 GMT
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Does anyone know whats going on? i modeled this building, but when i export to .w3d, it delets some of the boxes.

Any help would be great.

Thanks for your time.

Subject: Building_boxes dissapearing????
Posted by Doitle on Sat, 21 Feb 2004 15:49:47 GMT
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Hmm... The faces on the box... They might be facing the wrong way. Try going back into Gmax and when you go to the W3d tab on the right, select all the models and click "2-sided". Then export. See if they are still gone, They might still not show up but that's my best guess what it is at this point dude.

Subject: alrighty, i checked that
Posted by Oblivion165 on Sat, 21 Feb 2004 21:52:40 GMT
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I checked that, and i also chaeck to make sure they werent on hide.

Anyother ideas?

Subject: Building_boxes dissapearing????
Posted by Cpo64 on Sat, 21 Feb 2004 22:11:47 GMT
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Do you have any objects that have the same name as another object?

Subject: Building_boxes dissapearing????
Posted by Oblivion165 on Mon, 23 Feb 2004 08:22:12 GMT
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OK i got it, they were just to many of them like Wall1.....Wall55

wanted more renamed.

Subject: Building_boxes dissapearing????
Posted by Cpo64 on Mon, 23 Feb 2004 08:52:51 GMT
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OT: WTF is with your Avatar?

Subject: Building_boxes dissapearing????
Posted by Oblivion165 on Mon, 23 Feb 2004 09:18:36 GMT
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thats me, oblivion