Subject: ER! stupid Renx *Kick*

Posted by Anonymous on Sun, 01 Dec 2002 15:45:00 GMT

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If a warning comes up saying there is an error, u need to fix it. If the warning says that two objects have the same name, you need to find one of the objects and change the name. This has hapened to me, and the meshes that had the same prefix (or name) were left out. If the warning or no warning does not come up, then i dont know what to do. Hope This Helps!