Subject: Objects not appearing, GMAX
Posted by NeoSaber on Wed, 16 Apr 2003 21:09:54 GMT
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Do several objects in the map have long/similar names? Names are limited to 15 characters maximum I think. If you have two objects, each with 15+ character names and the only differences in the names come after the 15 limit, you'll end up with two objects with the same name, and only one will properly appear.

Example:
GroundObjectExterrior01
GroundObjectExterrior02

Both of these would export as something like GroundObjectExt, giving you two objects with the same name. That causes problems like an object not appearing.