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Subject: .00, .01, .02 naming convention export question...  
Posted by [WNxCABAL](#) on Sun, 25 Sep 2005 16:28:20 GMT  
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Hey all,

I'm having a slight problem exporting a model in RenX to W3d.

I have a few objects with the naming convention v\_turret.00, v\_turret.01, v\_turret.02. When I try & export these, it is saying duplicate names found.

I have considered attaching them to each other, but it screws up the texturing.

I could live with that, BUT, what is really bugging me is that the mammoth tank gmax model released with the renegade public tools has the very same naming convention (v\_chassis.00, v\_chassis.01, etc). That model exports without problems!

I have tried to clone the settings within the w3d tools, but still no joy!

Is there some kind of hidden setting that allows RenX to export using this scheme?

Here is an example of what I mean:

All help is appreciated!

Thanks,

Andy

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