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.