
Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Fri, 25 Oct 2002 13:26:00 GMT
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your using the same name for multiple meshes or you have some that are over 15 characters

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Sat, 26 Oct 2002 00:05:00 GMT
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I get lots of "Render Object Name collision"s Any idea of what that can be wrong, and how to fix it? (the terrain doesnt show up in leveledit, the program just produces many of those error messages, and the sits idle)

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 07:10:00 GMT
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K. Thanks for ther answer BTW, is this a "fatal error" that will cause the terrain not to be "made" correctly?

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 07:25:00 GMT
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yes... if it is your problem....

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 08:20:00 GMT
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I guess so thanks

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 09:54:00 GMT
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Ive had the proplem, Pain in the ***

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 10:45:00 GMT
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That means i have to remake my level from scratch! (deleted the .gmax long time ago, when i uninstalled gmax, now i only got the W3D)If no one releases a W3D to Gmax converter soon *prays*Oh well, if it takes a while, it will be good practise

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Mon, 28 Oct 2002 20:24:00 GMT
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If you have a need to rename a bunch of meshes, try out the name generator in the w3d tools panel. You can specify the root name and it will generate names for all of the selected meshes.greg

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Tue, 29 Oct 2002 06:05:00 GMT
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Great, thanks!

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Tue, 29 Oct 2002 06:12:00 GMT
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Uhm, where exactly can i find it? I have looked around W3D Viewer, but i cant find it

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Thu, 31 Oct 2002 00:11:00 GMT
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?

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Thu, 31 Oct 2002 00:38:00 GMT
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quote:Originally posted by brutus: ?not in viewer -- in RenX - the w3d toolslook at the bottom....the bottom....

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Thu, 31 Oct 2002 06:20:00 GMT
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Oh... But i dont have the .gmax anymore [October 31, 2002, 06:20: Message edited by: brutus]

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Thu, 31 Oct 2002 08:03:00 GMT
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then - my friend - you are screwed...go get it soldier!and re-install the Renegade tools. [October 31, 2002, 08:03: Message edited by: StoneRook]

Subject: When i "make" a terrain in Leveledit...
Posted by [Anonymous](#) on Thu, 31 Oct 2002 10:10:00 GMT
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Already have Ofcourse, thats why i am here, because i am trying to get it finished now that i have installed the tools again (edit: Pherhaps you misunderstood. I have Gmax and the modding tools, but not the .gmax file for the terrain) [October 31, 2002, 10:14: Message edited by: brutus]
