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Subject: Naming Utilities - Assign node Name in 3dsMax6?

Posted by [WNxCABAL](#) on Mon, 25 Jul 2005 21:31:45 GMT

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Hey, in RenX, under the w3d tools you have an option to Assign node Name's.

Is there an option for something with a similar function in 3dsMax6 ?

I've been looking all over for ages and no luck!

Cheers,

Andy

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Subject: Re: Naming Utilities - Assign node Name in 3dsMax6?

Posted by [danpaul88](#) on Mon, 25 Jul 2005 23:03:01 GMT

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well since u have to import to gmax / renx to export as w3d why not assign the node names at that stage?

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Subject: Re: Naming Utilities - Assign node Name in 3dsMax6?

Posted by [WNxCABAL](#) on Wed, 27 Jul 2005 16:43:38 GMT

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Thats true, but I would of thought such feature would be in 3dsmax...

Thanks anyways!

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Subject: Re: Naming Utilities - Assign node Name in 3dsMax6?

Posted by [Halo38](#) on Sun, 31 Jul 2005 15:10:12 GMT

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There is a 'rename objects' tool in 3dsmax

In the main tool bar go to Tools > Rename objects

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Subject: Re: Naming Utilities - Assign node Name in 3dsMax6?

Posted by [WNxCABAL](#) on Sun, 31 Jul 2005 20:24:15 GMT

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Thats great!

Many Thanks.

Andy

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