
Subject: .00, .01, .02 naming convention export question...
Posted by [WNxCABAL](#) on Sun, 25 Sep 2005 16:28:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: .00, .01, .02 naming convention export question...
Posted by [danpaul88](#) on Sun, 25 Sep 2005 16:39:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

why not name it box_01 instead of box.01 ?

unless you are actually trying to implement levels of detail?

perhaps the different export types (terrain, hierachial etc) allow or don't allow it?

EDIT: If you notice the message says BONES with same name found, perhaps if you disable export bone transform for those objects?

Subject: Re: .00, .01, .02 naming convention export question...
Posted by [Spice](#) on Sun, 25 Sep 2005 18:56:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Delete the object named "BOX". It is a duplicate of another object named box. Rename it to something else otherwise.

If you are trying to implement LOD, The name BOX should not be exported. It should be box.00, box.01 ect...

Subject: Re: .00, .01, .02 naming convention export question...

Posted by [Oblivion165](#) on Sun, 25 Sep 2005 20:13:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Speaking of LOD, when i was messing around with the code for W3d View, i saw a LOD Generator. It would actually convert your models to the three stages. Apparently.

Subject: Re: .00, .01, .02 naming convention export question...

Posted by [WNxCABAL](#) on Sun, 25 Sep 2005 21:35:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

EXdeath7 wrote on Sun, 25 September 2005 19:56Delete the object named "BOX". It is a duplicate of another object named box. Rename it to something else otherwise.

If you are trying to implement LOD, The name BOX should not be exported. It should be box.00, box.01 ect...

The above picture bear in mind is only an example.

The name of the two boxes are already "box.00" & "box.01"

There is no object there with the name "BOX".

A small question though.. what is LOD? Level of Detail?

Thanks,

Andy

Subject: Re: .00, .01, .02 naming convention export question...

Posted by [danpaul88](#) on Sun, 25 Sep 2005 21:47:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

if your not implementing LOD then I suggest just using box_00, box_01 etc, saves the hassle

LOD is, to the best of my understanding, something westwood implemented, so models have several levels of detail, presumably lower gfx settings would use the lower level of detail, whereas higher gfx settings would use the higher level of detail..

Although sometimes I have noticed in apaches or orcas they seem to flicker between 2 or 3

different levels of detail as you fly along, quite annoying sometimes...
