
Subject: Worldbox keeps going missing!!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 17:52:00 GMT
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It just doesn't Export no matter which model i take it from, it is always missing, i link it to origin...

Subject: Worldbox keeps going missing!!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 18:49:00 GMT
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If you hide it in RenX it does not export, also, export geometry and export tranform (bone), obbox, camera, physical must all be selected in w3d options

Subject: Worldbox keeps going missing!!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 20:19:00 GMT
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I have all of those check and it still refuses to export the world box...

Subject: Worldbox keeps going missing!!
Posted by [Anonymous](#) on Wed, 11 Dec 2002 20:21:00 GMT
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o wait.... this might be whyyeah forgot to link it

Subject: Worldbox keeps going missing!!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 23:19:00 GMT
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Maybe your woldbox have an .00 suffix ??Westwood use this for the LOD Models (.00 .01 .02 .03 etc.) If your Orgin have not this suffix all things without will not be exportet!
