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Subject: conyard duplicated bones error

Posted by [Bidbood](#) on Sun, 07 Mar 2004 12:48:06 GMT

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hi, i got a problem...

i created my map terrain and merged it with the bases and for each base a conyard. well, it went wrong, i couldn't export it as a terrain because there were duplicated bones in it. I deleted both conyards and merged them again, each time i got an error about the duplicating, i changed the name by adding a, b or c at the end. So all went fine, no duplicated names in the list. But as soon as i export it as a terrain, i get the error message that MNCON\_LT~003 is a duplicated name of the bone. So i opened my list, but there's no MNCON\_LT~003 in it, could someone help me out?

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Subject: conyard duplicated bones error

Posted by [laeubi](#) on Sun, 07 Mar 2004 14:38:35 GMT

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YOu must select your conyard and goto Group---> Open. Do this for all groups of your conyard (you can identify groups by the [])

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