Subject: Re: .00, .01, .02 naming convention export question...
Posted by danpaul88 on Sun, 25 Sep 2005 16:39:09 GMT
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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?