Subject: Re: Bones with Duplicate names found Posted by Zion on Sat, 07 Apr 2007 13:57:15 GMT View Forum Message <> Reply to Message

Yeah, that issue is just a matter of trial and error. Export, get the name of the devective mesh, press H to bring up the object list and select and rename it from there. You can't edit names in the selection list unfortunatally.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums