Subject: Bones with Duplicate names found
Posted by Gen_Blacky on Sat, 07 Apr 2007 06:16:28 GMT

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when ever I import a w3d file and the try to export it as an Hierarchical Model or Hierarchical Animated Model it always comes up with an error saying "Bones with Duplicate names found this could be due to names exceeding 16 characters." then says the name of the duplicate name.

If i export as terrain it works fine but i dont know why he keeps doing that no matter what model i use always the same thing any one whats wrong or how to fix or if its fixable?

Subject: Re: Bones with Duplicate names found
Posted by R315r4z0r on Sat, 07 Apr 2007 07:21:29 GMT

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Why don't you write down the name of the bone it tells you, then find it in the model. Then rename it.

A good way to do this is to save your work, then select every thing in the model, just drag a box over everything.

Then go to "Group" and select ungroup. Keep ungrouping until you cannot do it any more.

Then open up the selection menu. Icon is the arrow over the box of lines (on the top bar somewhere)

Skim though the list and spot all the duplicate names. Select one and add a 0 to the end, just so they are named differently (Make sure that the name doesn't exceed 16 characters, or else adding something on won't do anything.)

Also, make sure you don't delete and rename it either. Doing so can mess up the model. Just add something to the end, or delete one of the unnecessary characters.

Subject: Re: Bones with Duplicate names found
Posted by Zion on Sat, 07 Apr 2007 13:57:15 GMT

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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.

Subject: Re: Bones with Duplicate names found
Posted by Gen_Blacky on Sat, 07 Apr 2007 22:31:10 GMT

whats the best importer 1.07 but i still have problems with that 1 to

Subject: Re: Bones with Duplicate names found
Posted by Zion on Sun, 08 Apr 2007 00:49:45 GMT

No, you use Renx to export the mesh as whatever you need. Don't forget not all mesh needs to be exported as a heirarchical model. maps are exported as Renegade Terrain, same goes for buildings (externals).

The problem you're getting is that the objects causing the issue has an identicle name as another peice of mesh and the exporter can't tell the difference between the two, so it won't let you export. You need to find this defective mesh and rename it to something other than what another object has been named. Only when you do this it will allow you to export it.

Subject: Re: Bones with Duplicate names found
Posted by Gen_Blacky on Sun, 08 Apr 2007 03:28:48 GMT

no i have a problem with the importer always has errors and does weird things