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Subject: Re: Switching characters using gmax/renx...  
Posted by [ChewML](#) on Sun, 25 Oct 2009 03:34:35 GMT  
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I think this problem may be coming from the merge part somehow...

I can't get it to bind with the wrap or however that is put. It only moves the crap that get brought in with the male file that comes with renegade tools...

I have doubles of all the "C" and "K" crap, SS for reference.

[Toggle Spoiler](#)

When I merge with the male file I get options not covered in the tutorial (that's why I assume the problem comes from there).

SS of the option boxes not covered in tutorial for reference.

[Toggle Spoiler](#)

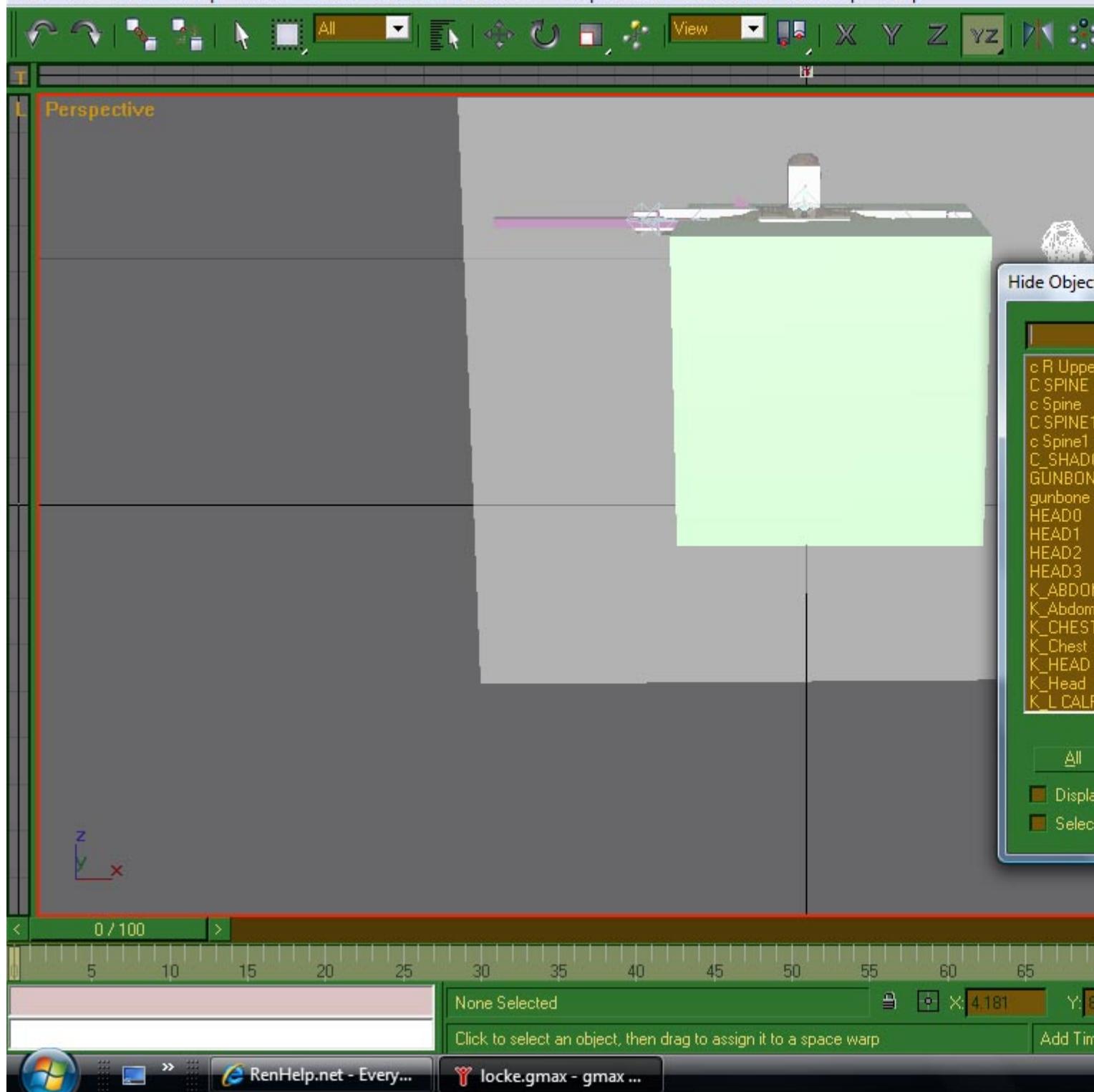
Anyone have any ideas of what is wrong and how to fix this?

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[File Attachments](#)

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1) [ffs.jpg](#), downloaded 997 times



2) [ffs2.jpg](#), downloaded 1008 times

### Duplicate Material Name

A material name assigned to a merging object is a duplicate of a material in the scene. Do you want to:

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### Duplicate Name

Object C PELVIS has the same name as an object in the scene.

**this one repeats for all the body parts...**

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