Subject: 3D models rendered as grey cubes in LE
Posted by Veyrdite on Sun, 15 Jun 2008 04:30:07 GMT
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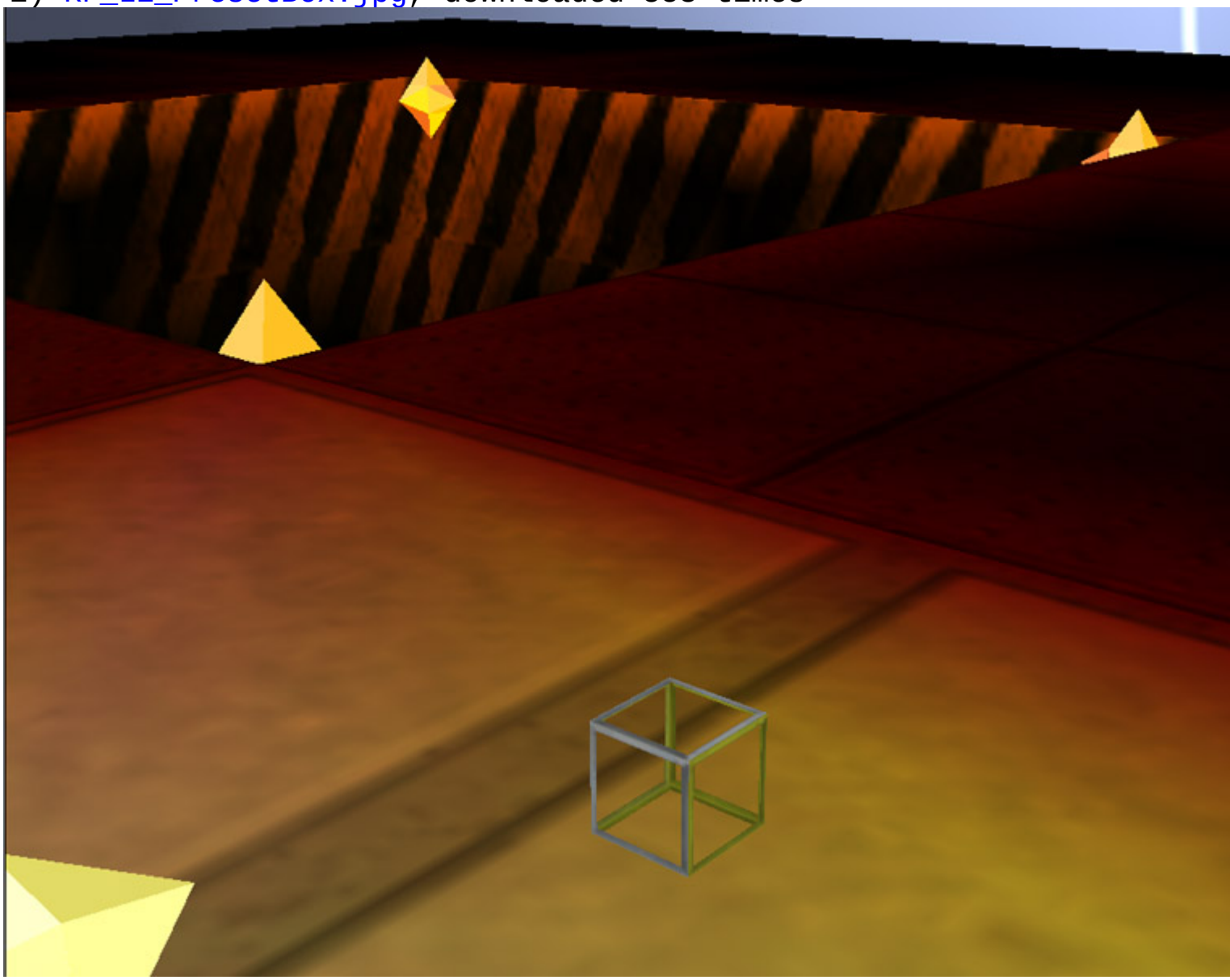
I made a triangular glass room building in RenX and then exported it as a Hierarchy W3D file. After attempting to make a tile with this model in LE, I'm presented with the debug information loading the textures and then a small grey box appearing where my model should be.

In W3D view the object renders correctly, so I attempted to export it as a terrain and use a terrain preset in LE, to no avail.
Is this a material/texture related problem or a general hiccup made by the dodgy renegade tools?

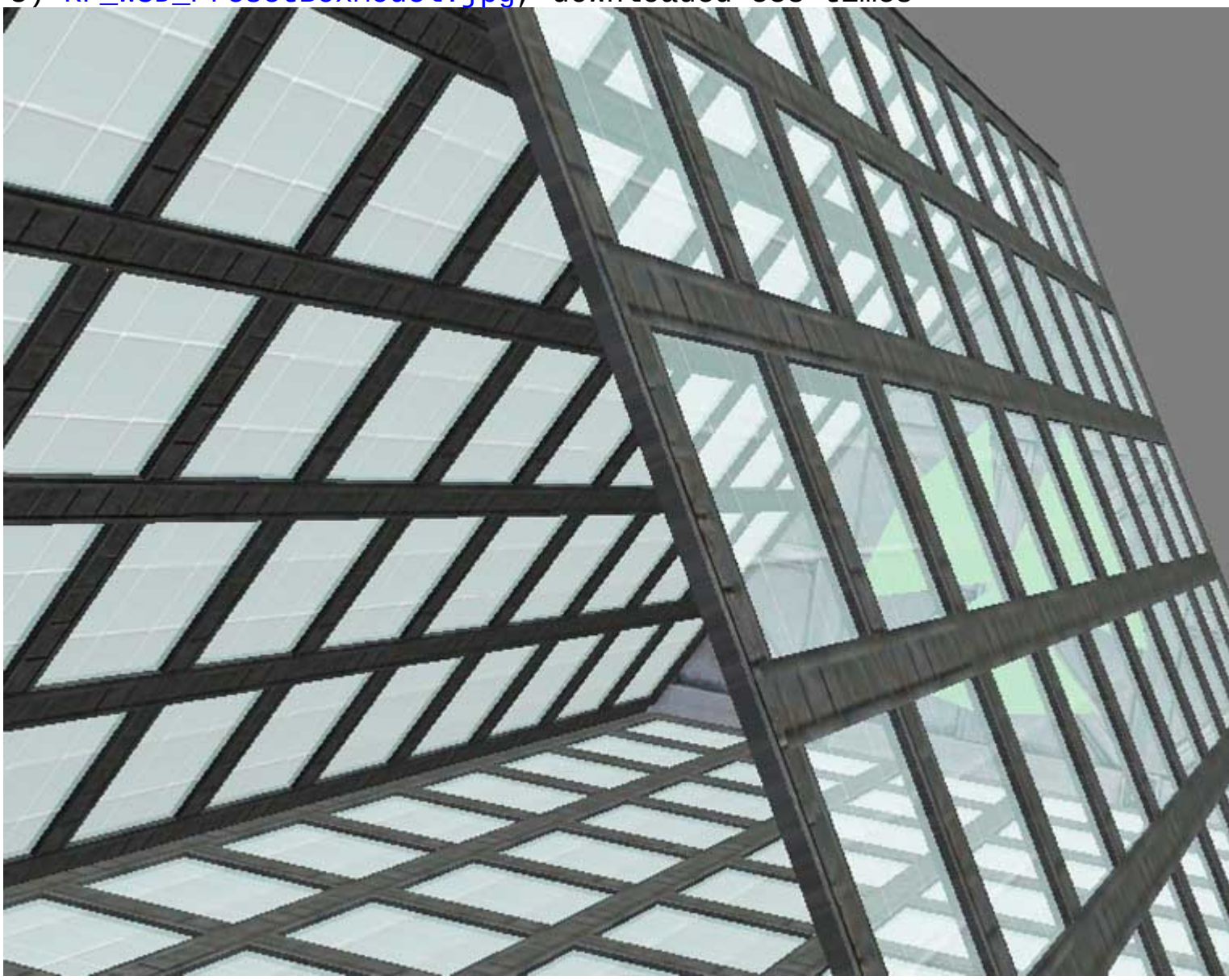
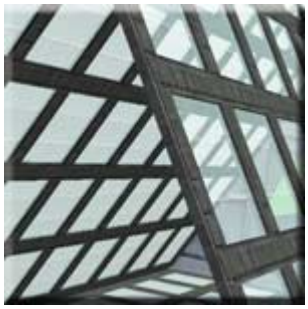
File Attachments

1) RF_LE_PresetBox.jpg, downloaded 553 times



2) RF_LE_PresetBox_Thumb.jpg, downloaded 618 times

3) RF_W3D_PresetBoxModel.jpg, downloaded 558 times



4) RF_W3D_PresetBoxModel_Thumb.jpg, downloaded 614 times