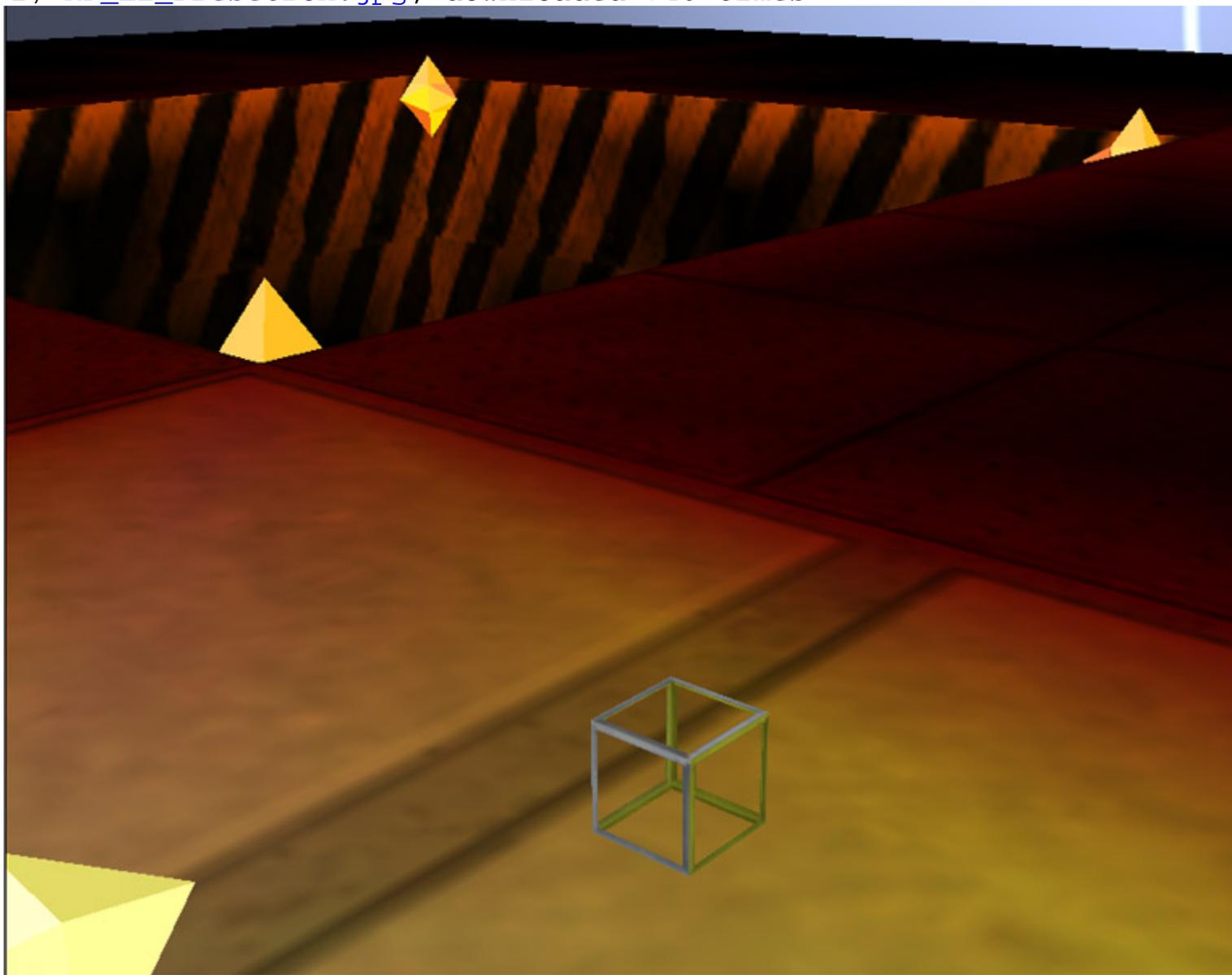

Subject: 3D models rendered as grey cubes in LE
Posted by [Veyrdite](#) on Sun, 15 Jun 2008 04:30:07 GMT
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I made a triangular glass room building in RenX and then exported it as a Hierarchy W3D file. After attempting to make a tile with this model in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

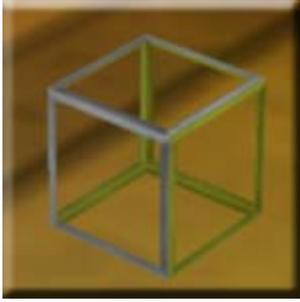
In W3D view the object renders correctly, so I attempted to export it as a terrain and use a terrain preset in LE, to no avail.
Is this a material/texture related problem or a general hiccup made by the dodgy renegade tools?

File Attachments

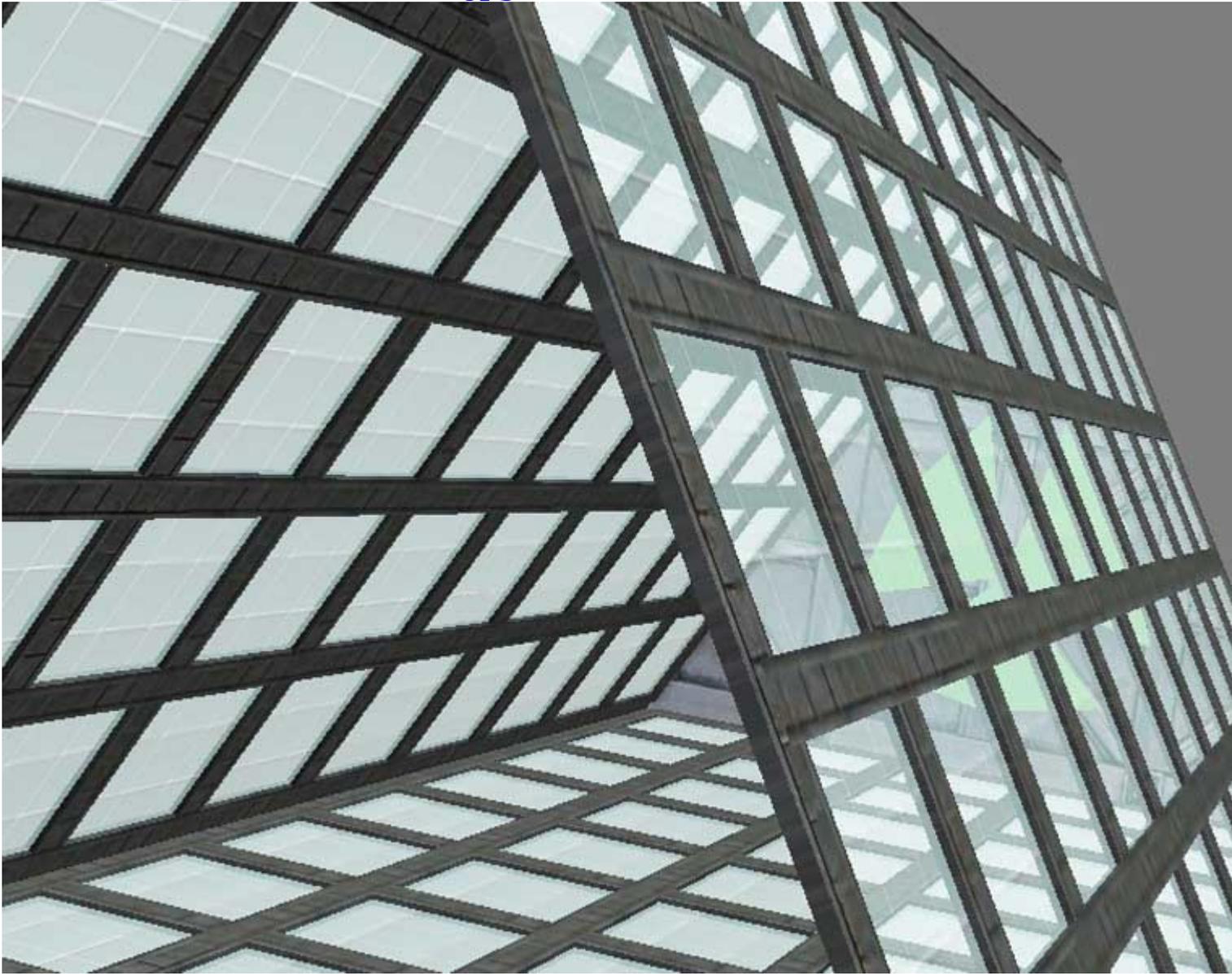
1) [RF_LE_PresetBox.jpg](#), downloaded 740 times



2) [RF_LE_PresetBox_Thumb.jpg](#), downloaded 786 times



3) [RF_W3D_PresetBoxModel.jpg](#), downloaded 743 times



4) [RF_W3D_PresetBoxModel_Thumb.jpg](#), downloaded 784 times

