

---

Subject: CLOSED well not closed but dont need no more help on this  
Posted by [cpjok](#) on Sun, 30 Dec 2007 15:42:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok beach time i make something in RenX and export it to W3D viewer when its done

the W3D file dosent work Either Dose

1. Turn's Off
2. Say ERROR

andit dosent show the objects then the objects dont work in LE

like i i make a map like i did other day andi hada all the wall took ages to export and then stopped the who map from working

how i fix it

ive just made little buldings for my map recon war when i have made it

---

---

Subject: Re: RenX Help And W3D Viewer Help Neeed  
Posted by [Gen\\_Blacky](#) on Mon, 31 Dec 2007 19:19:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ss of error and such

---

---

Subject: Re: RenX Help And W3D Viewer Help Neeed  
Posted by [cpjok](#) on Mon, 31 Dec 2007 22:14:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i would but it keeps turning of so i carnt take ss of ERROR

---

---

Subject: Re: RenX Help And W3D Viewer Help Neeed  
Posted by [Gen\\_Blacky](#) on Tue, 01 Jan 2008 08:22:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

be fast

---

---

Subject: Re: RenX Help And W3D Viewer Help Neeed  
Posted by [cpjok](#) on Tue, 01 Jan 2008 20:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok heres ss

---

### File Attachments

---

- 1) [\[.JPG\]](#), downloaded 363 times

---

# V3 Unit - W3D Viewer

File View Object Emitters Primitives Sound Hierarchy Lighting Camera Background Movie Help



Materials  
Mesh  
Hierarchy  
UNIT  
H-LOD  
Mesh Collection  
Aggregate  
Emitter  
Primitives  
Sounds

