## Subject: 3D models rendered as grey cubes in LE Posted by Veyrdite on Sun, 15 Jun 2008 04:30:07 GMT

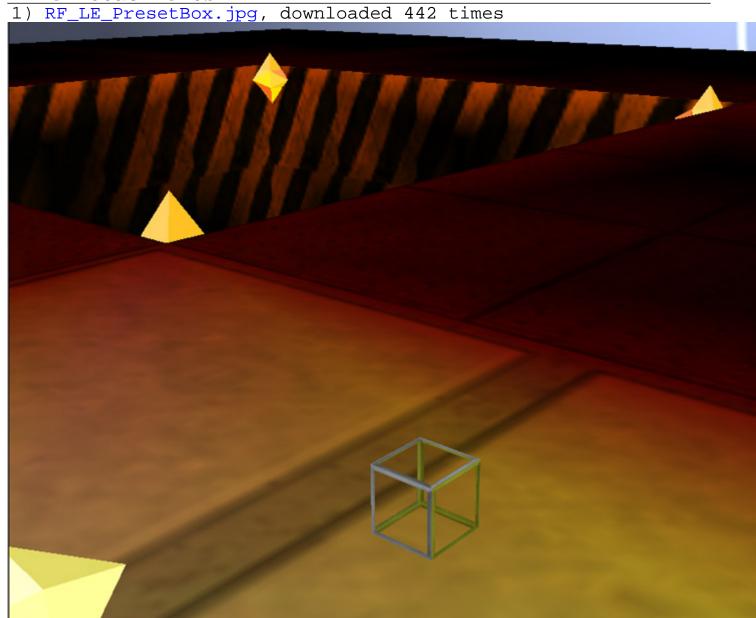
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I made a triangular glass room building in RenX and then exported it as a Hierarchy W3D file. After attempting to make a tile with this model in LE, I'm presented with the debug information loading the textures and then a small grey box appearing where 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?

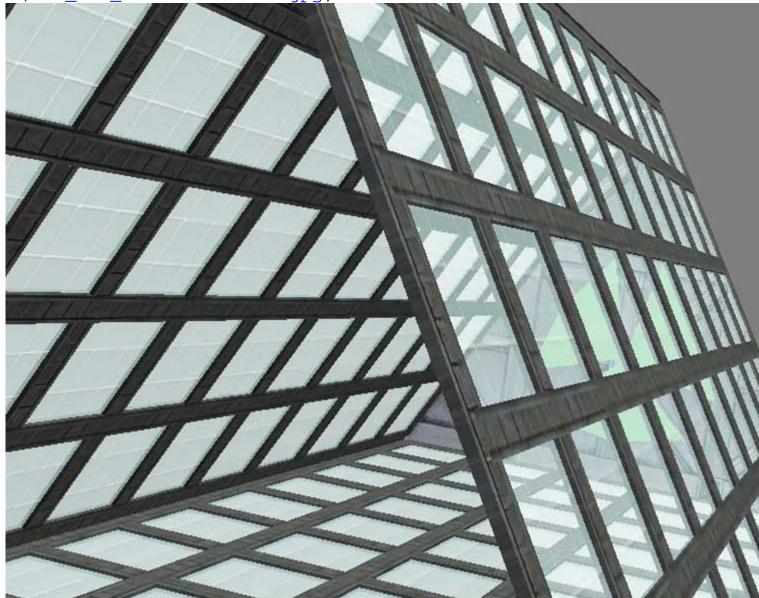
## File Attachments



2) RF\_LE\_PresetBox\_Thumb.jpg, downloaded 516 times



3) RF\_W3D\_PresetBoxModel.jpg, downloaded 445 times



4) RF\_W3D\_PresetBoxModel\_Thumb.jpg, downloaded 507 times

