Subject: Map terrain shows up as black in RenX Posted by iRANian on Sat, 22 Oct 2011 10:07:35 GMT View Forum Message <> Reply to Message

I'm trying to modify Islands' terrain but it shows up as black when I import it in RenX. From what I'm told I have to re-texture the .w3d. Is there any way to have all the different sections of the model show up with different colours?

File Attachments 1) Untitled.png, downloaded 250 times 🍸 Untitled - RenX - W3D Modeler Edition File C<u>u</u>stomize Edit Tools Group Views Create Modifiers Animation Graph Editors MAXScript Help • Ŧ Shapes Compounds Lights & Cameras Helpers Modifiers Modeling Objects \uparrow $\overline{\mathbf{q}}$ \bigcirc 🔍 l 🗊 🛞 🚫 🚸 幡 П -30 55 15 20 25 35 40 45 50 60 65 5 10 🔒 🕂 X: 1 Object Selected Click and drag to pan a non-camera view Add Ti