
Subject: Objects in Level Edit
Posted by [blkhnd112](#) on Sat, 04 Mar 2006 01:32:09 GMT
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Everytime I place an object that I imported to level edit from Renx I get this...

<http://img230.imageshack.us/my.php?image=ss014uh.png>

I don't know what to do to switch it to show the model that I made in renx.

Subject: Re: Objects in Level Edit
Posted by [JeepRubi](#) on Sat, 04 Mar 2006 01:59:55 GMT
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Yea i sometimes get that for for some of the models in the tiles tab, if anyone knows what it is could they please tell?

Subject: Re: Objects in Level Edit
Posted by [Oblivion165](#) on Sat, 04 Mar 2006 02:15:23 GMT
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I think JonWil's new version does that. Links it to the old Void model. It would be useful if it had some collision on it so we could delete it.

Subject: Re: Objects in Level Edit
Posted by [Napalmic](#) on Sat, 04 Mar 2006 02:53:10 GMT
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You mean, exported to Level Edit.

As long as you unhide all your meshes in RenX when you export, you shouldn't have that problem. Otherwise, reset your lighting or restart LE so it finds the new model. I don't have that problem unless the whole model is invisible. When placing emitters inside LE as well, you get a box.

I'm pretty sure you can select it, click the edges, or select and delete it from the instances tab.

Subject: Re: Objects in Level Edit
Posted by [blkhnd112](#) on Sat, 04 Mar 2006 04:11:47 GMT
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Its probably the lighting in level edit, cause I remember nothing being hidden in renx.

EDIT:I reset the lighting and double checked if there was anything hidden still not working.

Subject: Re: Objects in Level Edit

Posted by [Napalmic](#) on Sat, 04 Mar 2006 07:34:21 GMT

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Well, I meant when you reset the lighting or change it, LE reloads all W3D models and such. You also want to double check that you have the name and file path correct, as things can change if you switch folders or rename things. Maybe you're exporting to the wrong place or format.
