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Subject: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Di3HardNL](#) on Wed, 12 Sep 2007 18:22:54 GMT

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Hey

I tried to follow this tutorial about adding Exhaust fumes to a vehicle

<http://renhelp.net/index.php?mod=Tutorials&action=view&id=56>

Now i done exactly what i had to do but when i exported the .W3d file to my data, and a few seconds after i buy a Mammoth tank the Game will crash. Does anyone know what i have done wrong?

Thanks

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Subject: Re: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Veyrdite](#) on Fri, 14 Sep 2007 06:52:17 GMT

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re-import, merge the exhaust boxes from the original one you exported for in game, delete all the GmaX materials and replace them with RenX ones, enable collision and w3d settings where required and reset xform on all objects. Now export

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Subject: Re: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Di3HardNL](#) on Sat, 15 Sep 2007 06:51:48 GMT

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i will try that out, thanks

by the way, i have the w3d plugin, but i can only export w3d files, and not import any w3d files

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Subject: Re: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Di3HardNL](#) on Sat, 15 Sep 2007 07:33:46 GMT

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well i tryed it out and there is 1 good thing,

that is , my game don't crash after buying a mammoth

but the smoke don't turn up, and for some reason my mammoth can't drive for- or backwards

i guess i deleted to much objects in renx? do you know it?

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Subject: Re: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Veyrdite](#) on Sat, 15 Sep 2007 09:31:56 GMT

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You have to edit the CUI for the importer.

Replace the renx ui folder with this one. Back yours up first.

Yes, this is my UI.

EDIT: Try downloading the models from Renhelp.net

File Attachments

1) [ui.zip](#), downloaded 132 times

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Subject: Re: Problem with adding Exhaust fumes to a vehicle in RENX

Posted by [Di3HardNL](#) on Sun, 16 Sep 2007 11:10:20 GMT

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oh sweat dude you helped me alot

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