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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.

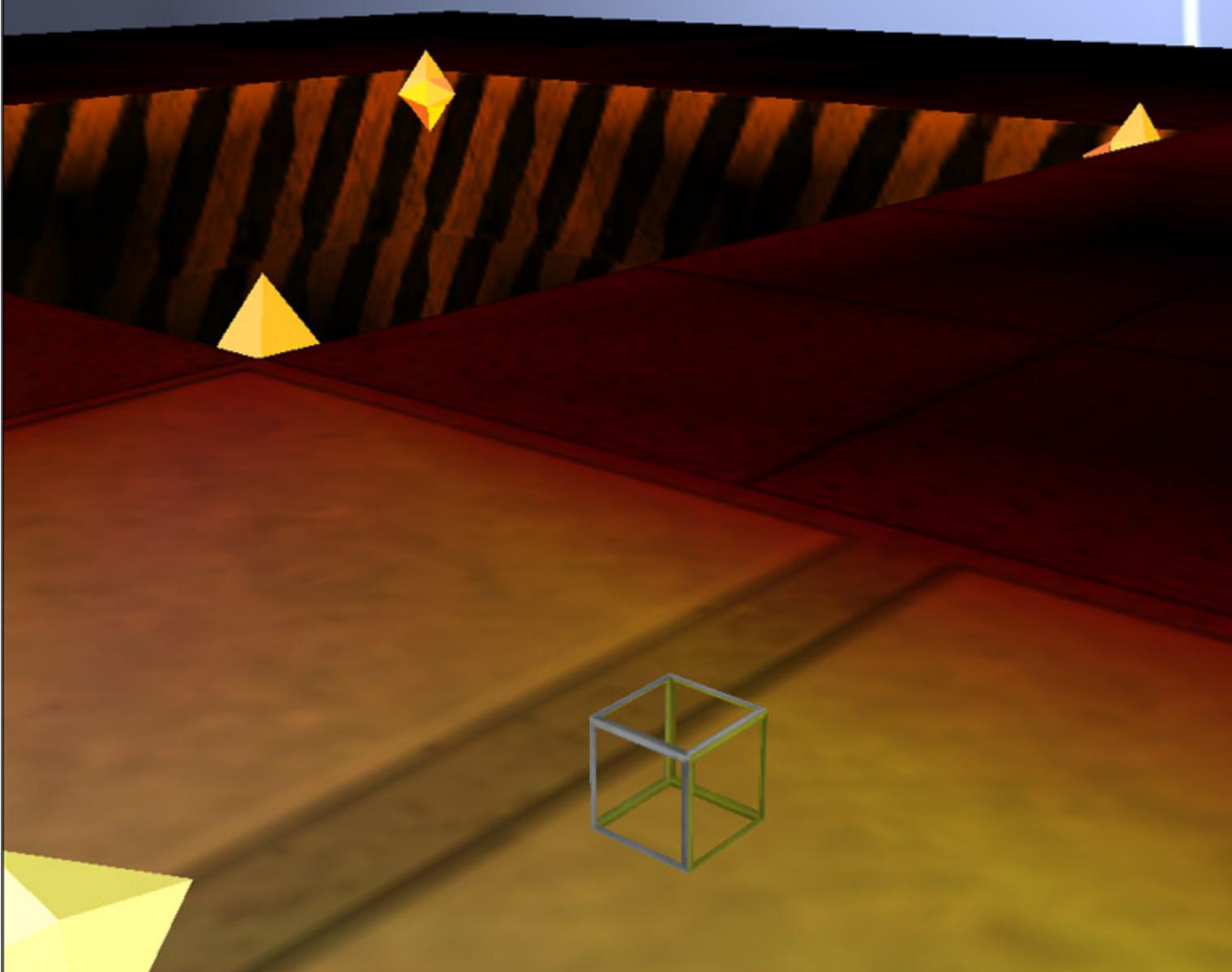
Is this a material/texture related problem or a general hiccup made by the dodgy renegade tools?

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#### File Attachments

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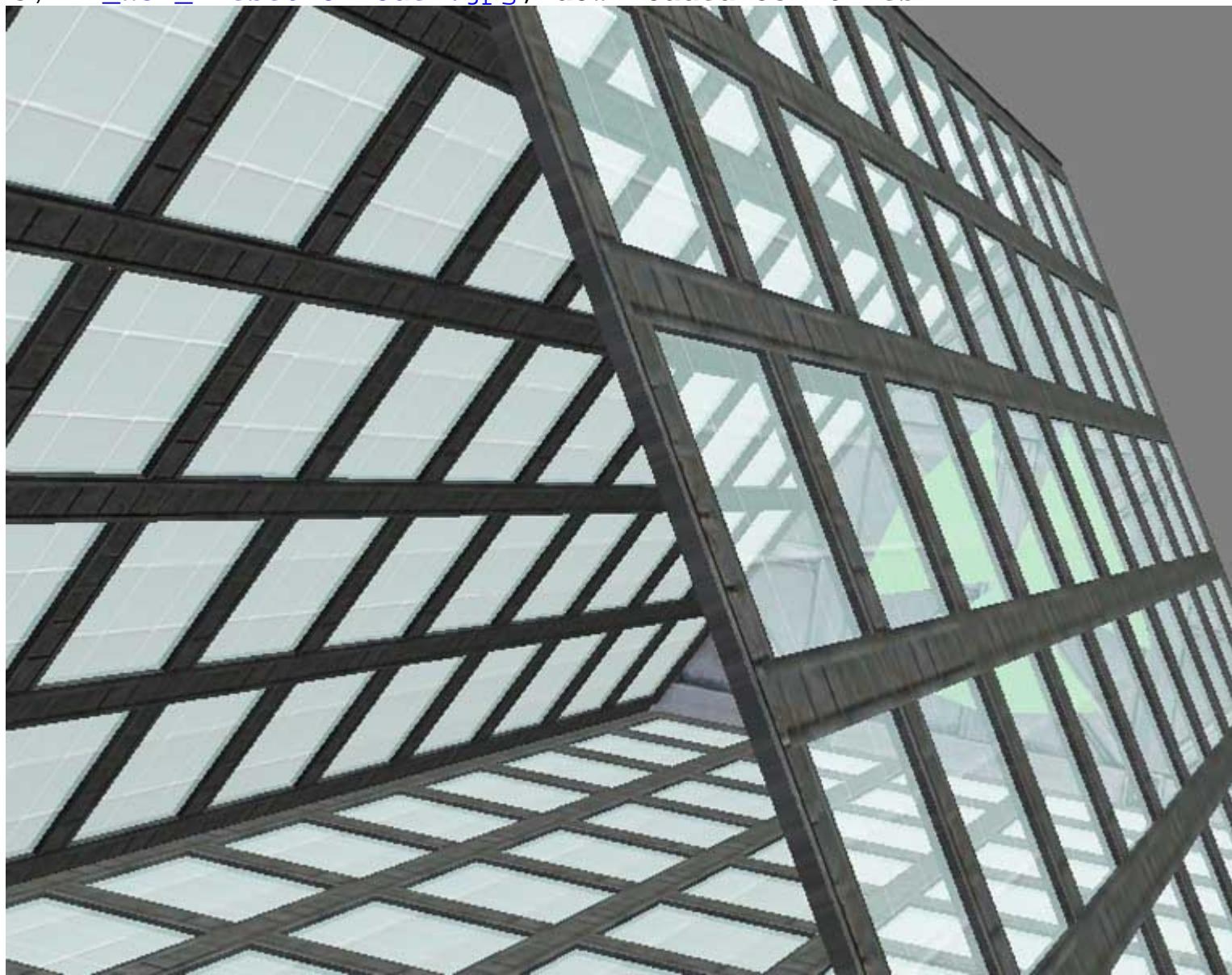
1) [RF\\_LE\\_PresetBox.jpg](#), downloaded 530 times



2) [RF\\_LE\\_PresetBox\\_Thumb.jpg](#), downloaded 595 times



3) [RF\\_W3D\\_PresetBoxModel.jpg](#), downloaded 532 times



4) [RF\\_W3D\\_PresetBoxModel\\_Thumb.jpg](#), downloaded 590 times



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**Subject: Re: 3D models rendered as grey cubes in LE**  
Posted by [saberhawk](#) on Sun, 15 Jun 2008 06:45:06 GMT

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It's not loading your w3d file, make sure it's in a proper location (aka the mod folder you created for LE)

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**Subject: Re: 3D models rendered as grey cubes in LE**  
Posted by [Veyrdite](#) on Sun, 15 Jun 2008 07:46:05 GMT

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Its located within another folder in my Mod Folder  
(\RenegadePublicTools\LevelEdit\C&C\_Sumo\Terrain). All of the other W3D files in there load.

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**Subject: Re: 3D models rendered as grey cubes in LE**  
Posted by [saberhawk](#) on Sun, 15 Jun 2008 08:14:15 GMT

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In any case, it's a corrupted W3D file that's causing that.

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**Subject: Re: 3D models rendered as grey cubes in LE**  
Posted by [danpaul88](#) on Sun, 15 Jun 2008 08:57:25 GMT

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The little grey cube is actually a placeholder that means the W3D file which is supposed to be there could not be loaded.

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