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Subject: Exporting from RenX and uploading terrian to the Mod Tools.

Posted by [Javaxcx](#) on Sat, 05 Feb 2005 18:13:40 GMT

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I've been working on this remake of a Perfect Dark deathmatch map, Complex, for a couple of days now, and I've been trying to export the terrian from RenX to the Mod tools, but I've got a couple of problems.

Firstly, and this might be a major source of the problems, to create the entire map, I've done it vertex by vertex, and by creating polygons (with the polygon tool, not the face tool) to form the floors, walls, and ceilings. I currently have everything where I want it to be (up to this point) and want to run through it in Renegade to take a look at it from THAT perspective.

When I try to export the map as a whole, I go to th export menu, click "Renegade Terrian", and "Okay". It begins to export, and it will get to about 75% (roughly in an instant) and I'll get an error:

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"NO TRIANGLES IN MESH: *Mesh name*"
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After this, it will complete the .W3D file. Now, I've never done this before, but a 17kb .W3D map looks faily odd to me, especially when it's size is PROBABLY much bigger than that of which Renegade is played in.

I then go into the Mod Tools, and load up my newly created mod-file. Following one of the tutorials, it says to go to the terrian heirarchy and click "add" and to go settings and upload your .W3D file... which leads to my second problem.

I'll click on the browse button for "settings", and it will ask for a .W3D file. So I go to my file, click it, hit "Okay"... and nothing happens. The prompt is empty.

I'm totally at a loss here, folks. Any help would be greatly appreciated. If necessary, I'll upload the .gmax file someplace and someone else can have a go at it.

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