

---

Subject: Re: Got a Problem with RenX

Posted by [crisis992](#) on Sun, 31 May 2009 17:11:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i know...

but if i make a only a pass1 model and export it, it works perfect.

But if i try to make a pass2 model, for example a box with reflection. And export it, then i load it into w3d viewer,

what i got: onyl 50% of the box, no reflection and in the material list is only the pass 1 texture.

I dont know whats the problem :/

---