
Subject: Re: Renx crash...

Posted by [Mauler](#) on Sun, 20 Jan 2013 23:17:51 GMT

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I have yet to see any plugin that saves alpha blending information from converted w3d models, the closest I've seen was someone who was converting some plugins to work with blender , but he had stopped development....

I don't get it, both you gmax file and level file are corrupted?

Renx tends to crash a lot , and so does the level editor ... When I make a level I tend to separate tasks and save each time I change that task

Getting the mesh from importing is easy but the hard part is you have to texture it and apply alpha and weld the terrain, quadrify it, reapply proper smoothing groups or else your lighting will be ugly lol
