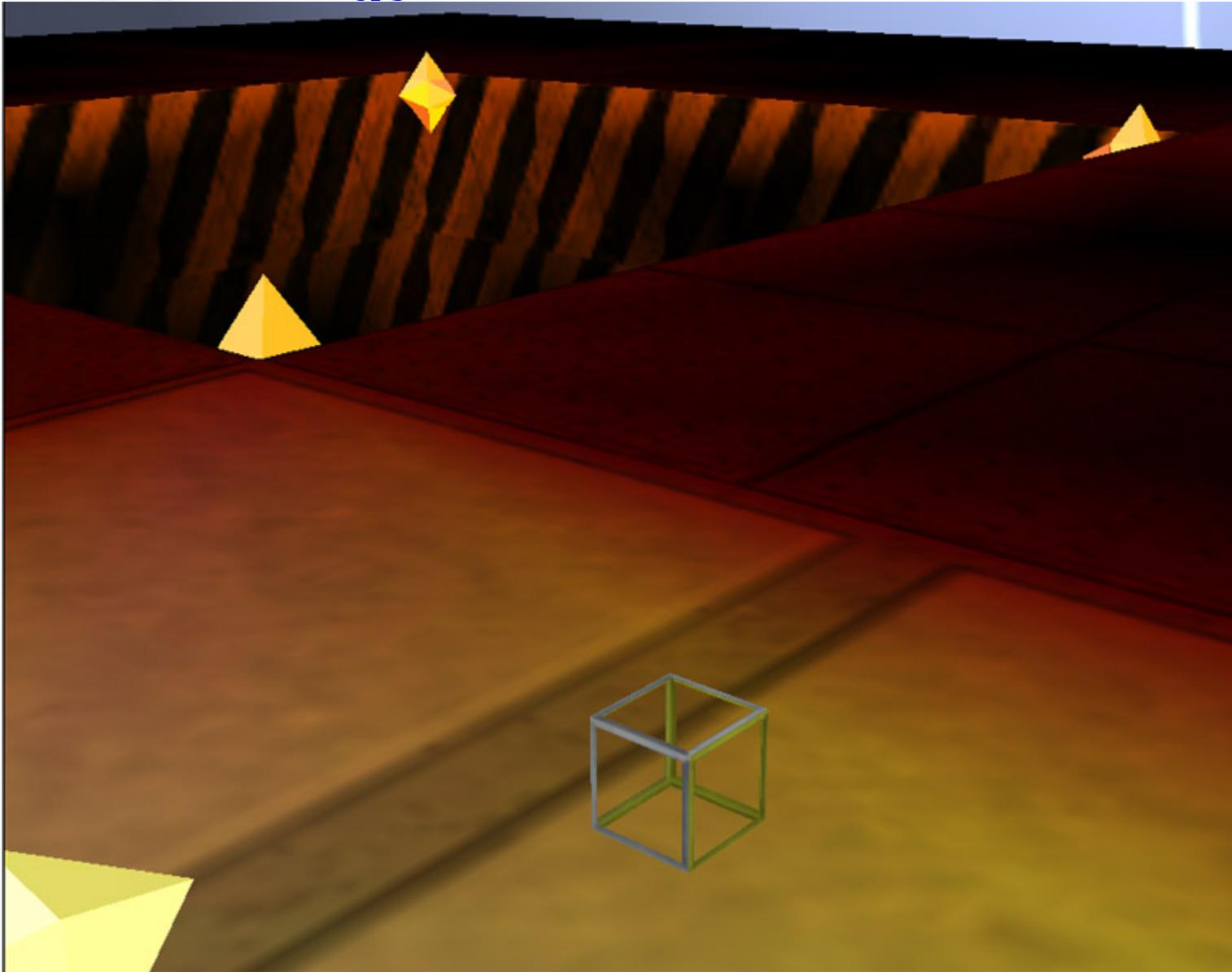

Subject: 3D models rendered as grey cubes in LE
Posted by [Veyrdite](#) on Sun, 15 Jun 2008 04:30:07 GMT
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I made a triangular glass room building in RenX and then exported it as a Hierarchy W3D file. After attempting to make a tile with this model in LE, I'm presented with the debug information loading the textures and then a small grey box appearing where my model should be.

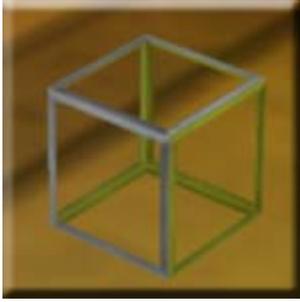
In W3D view the object renders correctly, so I attempted to export it as a terrain and use a terrain preset in LE, to no avail.
Is this a material/texture related problem or a general hiccup made by the dodgy renegade tools?

File Attachments

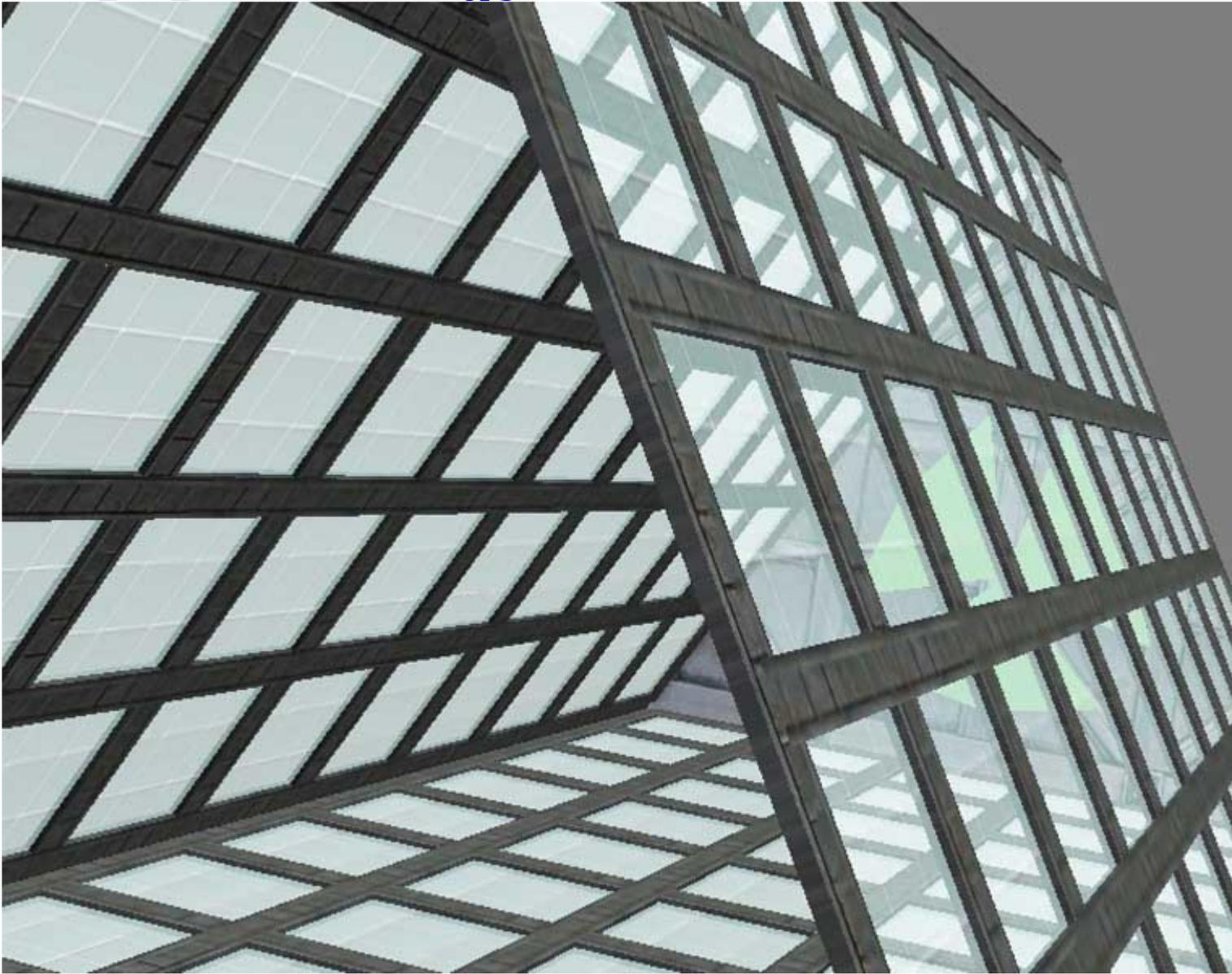
1) [RF_LE_PresetBox.jpg](#), downloaded 738 times



2) [RF_LE_PresetBox_Thumb.jpg](#), downloaded 784 times



3) [RF_W3D_PresetBoxModel.jpg](#), downloaded 741 times



4) [RF_W3D_PresetBoxModel_Thumb.jpg](#), downloaded 782 times



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)

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.

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.

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.