

---

Subject: Got a Problem with RenX  
Posted by [crisis992](#) on Sun, 31 May 2009 14:12:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hey,

i have a little Problem with my RenX,  
If i make at RenX a Reflection effect/or some other effects and try to save it,  
it wont show up ingame or at w3d viewer(and in w3d viewer is material list empty)

Someone know whats the Problem?? I think it is the w3d exporter, but im not sure.  
ps: At 3ds max i got the same Problem!

,  
crisis992

---

---

Subject: Re: Got a Problem with RenX  
Posted by [Gen\\_Blacky](#) on Sun, 31 May 2009 15:42:22 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

when you press m and setup a material you have to click assign materials.

---

---

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 :/

---

---

Subject: Re: Got a Problem with RenX  
Posted by [Gen\\_Blacky](#) on Sun, 31 May 2009 17:34:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

most reflection are only one pass unless your using a bump map or multiple reflections.

---

---

Subject: Re: Got a Problem with RenX  
Posted by [JsxKeule](#) on Sun, 31 May 2009 17:39:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

here i made this reflection with 2 passes and i would say its a normal reflection on my cheap exterior

and scrin it isnt your reflection

---

### File Attachments

1) [pp.JPG](#), downloaded 249 times



SW

Power Plant



200



100

Credits: 9957  
Time Remaining

Subject: Re: Got a Problem with RenX  
Posted by [Di3HardNL](#) on Sun, 31 May 2009 19:04:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Allright I'll show my way of adding reflection.

You can see a sample in my video with the skating park. On the halfpipe.

[http://www.youtube.com/watch?v=q1tq-DOM0ZM&feature=channel\\_page](http://www.youtube.com/watch?v=q1tq-DOM0ZM&feature=channel_page)

Here are the screenshots how to do it (only 1 pass needed)

Note\* I might used JPEG format in my screenshot, but you need .TGA

---

Subject: Re: Got a Problem with RenX  
Posted by [wubwub](#) on Mon, 01 Jun 2009 01:15:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

thank you Di3

---

Subject: Re: Got a Problem with RenX  
Posted by [ErroR](#) on Mon, 01 Jun 2009 09:26:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Di3HardNL wrote on Sun, 31 May 2009 22:04Allright I'll show my way of adding reflection.

You can see a sample in my video with the skating park. On the halfpipe.

[http://www.youtube.com/watch?v=q1tq-DOM0ZM&feature=channel\\_page](http://www.youtube.com/watch?v=q1tq-DOM0ZM&feature=channel_page)

Here are the screenshots how to do it (only 1 pass needed)

Note\* I might used JPEG format in my screenshot, but you need .TGA

spoiler

hmm, i always did that way, but i never thought of using stage 1, i used another pass, thanks for

the info

---

---

Subject: Re: Got a Problem with RenX

Posted by [mrÄÅz](#) on Mon, 01 Jun 2009 09:31:32 GMT

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

---