Subject: Got a Problem with RenX
Posted by crysis992 on Sun, 31 May 2009 14:12:16 GMT
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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!

,
crysis992

Subject: Re: Got a Problem with RenX
Posted by Gen_Blacky on Sun, 31 May 2009 15:42:22 GMT
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when you press m and setup a material you have to click assign materials.

Subject: Re: Got a Problem with RenX
Posted by crysis992 on Sun, 31 May 2009 17:11:14 GMT
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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
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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
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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 550 times

SW

Power Plant

200

100

Subject: Re: Got a Problem with RenX
Posted by Di3HardNL on Sun, 31 May 2009 19:04:29 GMT
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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

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
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thank you Di3

Subject: Re: Got a Problem with RenX
Posted by ErroR on Mon, 01 Jun 2009 09:26:35 GMT
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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

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 mrÃ£Ã§Ä·z on Mon, 01 Jun 2009 09:31:32 GMT
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