Subject: Exporting from RenX and uploading terrian to the Mod Tools.
Posted by Javaxcx on Sat, 05 Feb 2005 18:50:57 GMT
View Forum Message <> Reply to Message

Yes, it is needed. The Meshes, (which is just called Complex Floor/Ceiling/wall, respectively), are what make up the different components of the level.

Oh, and another thing. To try and beat the exporter at its own game, I created a single triangle for each mesh it asked for one in. I got the same results with my second problem... just no triangle error when exporting.