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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.

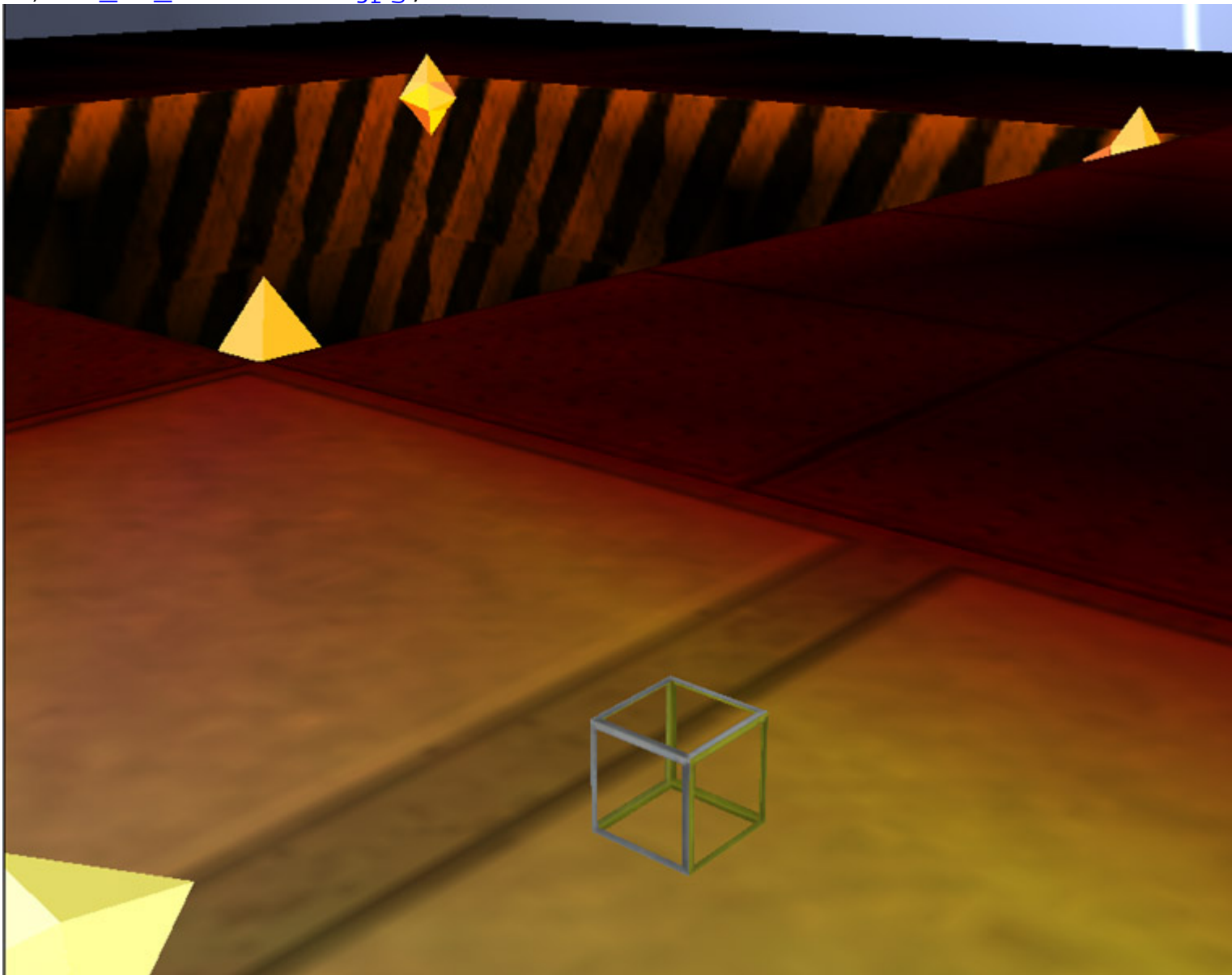
Is this a material/texture related problem or a general hiccup made by the dodgy renegade tools?

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### File Attachments

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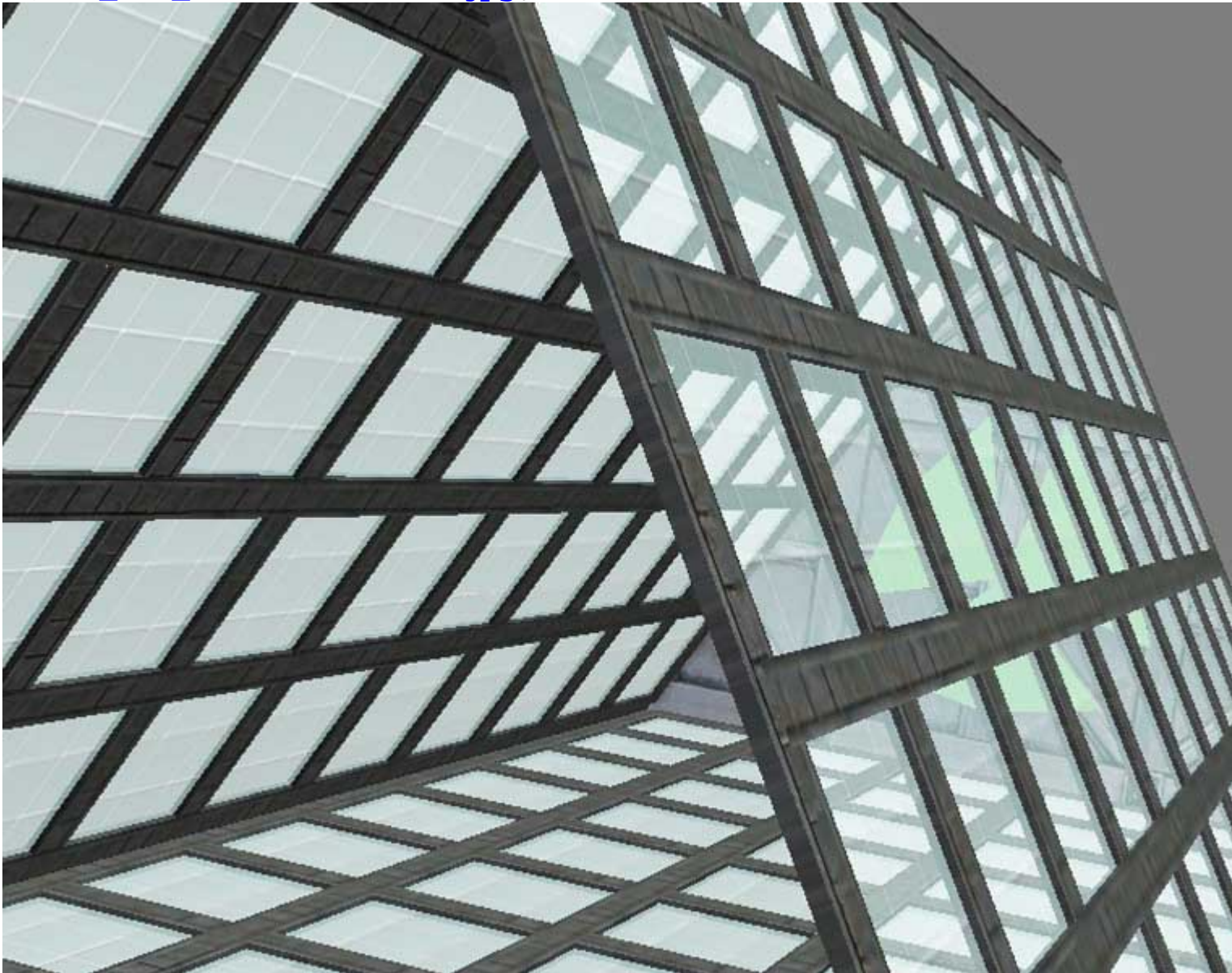
1) [RF\\_LE\\_PresetBox.jpg](#), downloaded 710 times



2) [RF\\_LE\\_PresetBox\\_Thumb.jpg](#), downloaded 756 times



3) [RF\\_W3D\\_PresetBoxModel.jpg](#), downloaded 712 times



4) [RF\\_W3D\\_PresetBoxModel\\_Thumb.jpg](#), downloaded 757 times

