

---

Subject: Map terrain shows up as black in RenX

Posted by [iRANian](#) on Sat, 22 Oct 2011 10:07:35 GMT

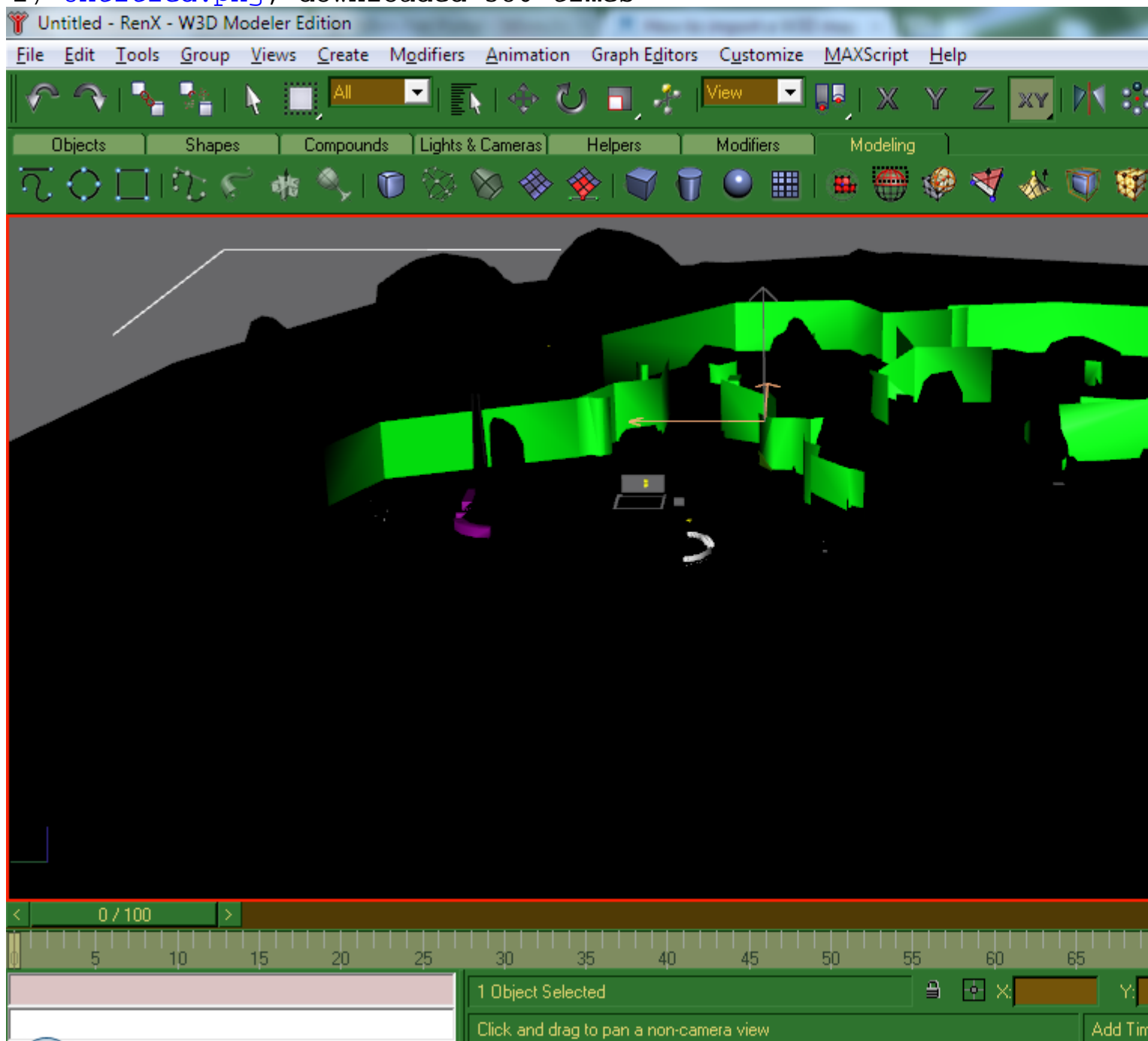
[View Forum Message](#) <> [Reply to Message](#)

---

I'm trying to modify Islands' terrain but it shows up as black when I import it in RenX. From what I'm told I have to re-texture the .w3d. Is there any way to have all the different sections of the model show up with different colours?

### File Attachments

1) [Untitled.png](#), downloaded 386 times



Subject: Re: Map terrain shows up as black in RenX  
Posted by [Gen\\_Blacky](#) on Sat, 22 Oct 2011 16:03:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

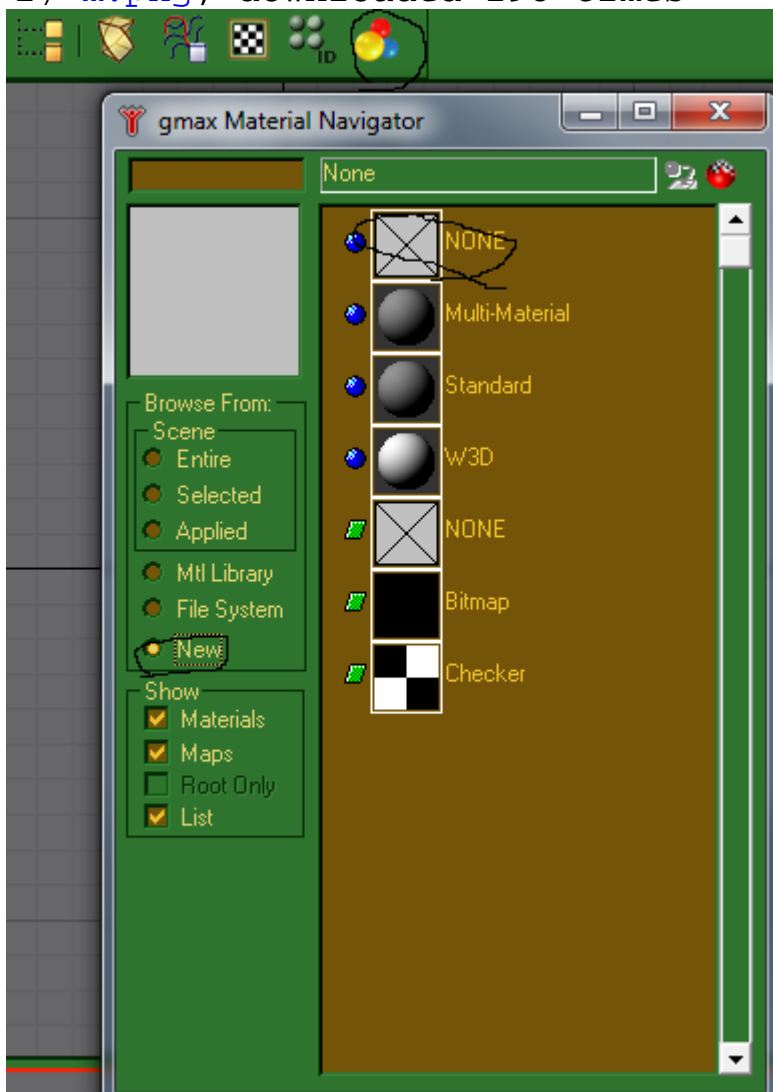
if you place all the missing textures in same location as your gmax file probably see most of the textures but should still remove all the old material data and retexture it.

Remove all material settings from every mesh. Just select the entire map and go into the material navigator and drag and drop the none box.

## File Attachments

---

1) [m.png](#), downloaded 298 times



---

Subject: Re: Map terrain shows up as black in RenX

Posted by [iRANian](#) on Sat, 22 Oct 2011 16:08:46 GMT

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

---

How do I know which textures are used? I've got all the textures inside the .MIX file in the same directory as the .W3D of this Islands terrain.

---

---

Subject: Re: Map terrain shows up as black in RenX

Posted by [Gen\\_Blacky](#) on Sat, 22 Oct 2011 16:16:04 GMT

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

---

use w3dview or go through all materials in renx.

---

---

Subject: Re: Map terrain shows up as black in RenX

Posted by [liquidv2](#) on Sat, 22 Oct 2011 21:27:37 GMT

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

---

or just call it Islands\_Nuked.mix

---

---

Subject: Re: Map terrain shows up as black in RenX

Posted by [Blazea58](#) on Sun, 23 Oct 2011 01:20:25 GMT

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

---

You should probably just open a new scene, hit File then Reset. Say yes to the dialog popup, and then try using File / Merge, and find your map and open it. Select all to merge and then hit ok.

If your textures are still showing up black, maybe there is something more to it. You could have just as easily selected the wrong driver for when you installed.

Try Customize / Preferences / Then to the viewport tab \ Display drivers / Choose Drivers / Open GL. Also try configuring the driver as shown in the picture i uploaded. Take note of those two other buttons i had on the bottom, those are useful for seeing the map when you rotate etc.

If it still!!! shows up black, maybe you forgot to add all your textures in the format. They need to be .Tga.

---

## File Attachments

1) [Configure.JPG](#), downloaded 416 times

---

