
Subject: Directory problems- please help!

Posted by [Burn](#) on Mon, 29 Nov 2004 19:55:28 GMT

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

Hey guys. I'd like to start off by saying how happy I am to have finally found an active Renegade forum. I've had Renegade since it first came out, but never played it online until now. I was redirected here from another forum.

Renegade is a good game engine, and I'd really like to mod it. I've read a few tutorials which can significantly help me if I can just get past the first step! I'd appreciate it if anyone here could help me out with this...

Here's my problem. When I open up RenX (the Renegade plugin for gMax) I open up a building file (it's in .gmax format). It's the mgcon_ext.gmax (the CY's exterior). When I open it, I get the building's mesh, but only the mesh. It's completely white with no textures on it whatsoever. I tried applying textures on it manually, which does work, but it would take me forever to do a map if I had to do this everytime. So... it would be a HUGE help if this textures for the CY would just show.

Ok, now, here's a few things I can assure you:

- I do not have RenGuard (will download that in a moment, never got the chance to.)
- I have the latest 1.037 patch.
- I have the buildings.zip and the renegade textures completely extracted to one folder.
- I have gMax and the Renegade editor.

When I opened the CY's file, I also noticed that when I hit "M", and go into the materials library, that all of the materials for the CY were there and their names were there, but they were blank.

I've come to the conclusion that I'm experiencing problems with my directory setup. Can someone give me a straightfoward answer on how I can get these textures to display. You can help me significantly by telling me how I set up my directories or where I put all my building and texture files so they will display when I open up my CY's .gmax file. (lot's of run-on sentences, eh?)

I'm really really lost here, and I'd deeply appreciate it if someone could provide me with a solution to my missing materials.

Thanks for reading, and I hope you can help! I've asked several other forums, but they were not active enough to provide me with a proper solution. (a couple did help, but not enough).

Thanks!

Burn
