Subject: Damnit. I screwed up renx
Posted by Ferhago on Sat, 09 Aug 2003 13:33:43 GMT
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I have recently downloaded gmax for the first time. I started gmax and selected opengl because I had no idea what to select.

When I started renx I chose direct3d wondering what the difference was.

Well renx now wont even start.

Do I even need renx? What make it different from gmax?