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Subject: RenX ERROR

Posted by [Vibrostranger](#) on Wed, 22 Apr 2009 04:48:35 GMT

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Ok, im playing in Leveledit and decided to test the map in renegade... so i exported it... then im playing renegade and decided the agt shot to far into the field.. so i exited renegade.. started up RenX open my map, changed the size of a box then saved it then exited... but then i had forgot to Export it for use in level edit.. so i once again started up Renx... clicked File, open, then clicked on my map then i get this horrible message:

GMAX

File Open Failed: C:\Gmax\gamepacks\westwood\RenX\mymap.gmax

The wierd part that gets me is that it WORKED fine 5 minutes prior to changing the box's dimensions.. wasnt a building or anything.. just a simple box....

please tell me this is fixable

been working on this map for 2 weeks

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