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Subject: Possible For BHS To Fix RenX?

Posted by [Sanada78](#) on Wed, 28 Apr 2004 15:58:08 GMT

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Is BHS thinking of fixing up the RenX plug-in?

I say this because the plug-in is riddled with bugs, especially the Renegade Material Editor. Usually, once you start to texture something, the crashes become greater, and losing your work can often happen because of it. I've managed to work ways around trying to get it to crash less often, but sometimes you can't always do that.

Lately, I've become frustrated even more with the problems, as they get beyond a joke after a while.

It might not be even RenX as it could even be gmax, I'm not really sure.

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