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Subject: Directory problems- please help!

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

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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

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Subject: Directory problems- please help!  
Posted by [Sir Kane](#) on Mon, 29 Nov 2004 20:21:49 GMT  
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Put all renegade textures in a directory and add this to the gmax bitmap paths.

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Subject: Directory problems- please help!  
Posted by [Burn](#) on Mon, 29 Nov 2004 20:29:10 GMT  
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I got it. Thanks!

As soon as I posted my last message, I opened my file and it worked. Argh-I hate when that happens.

Thanks for your help.

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Subject: Directory problems- please help!  
Posted by [WNxCABAL](#) on Mon, 29 Nov 2004 22:36:06 GMT  
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If you goto <http://www.renhelp.co.uk> you will see many things to learn and use

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Subject: Directory problems- please help!  
Posted by [Burn](#) on Tue, 30 Nov 2004 20:00:57 GMT  
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Thanks, I just checked that site out last night and it's got lots of tutorials on it. I'm so glad I found it, I couldn't find more than 3 tutorials for maps out there, and they were all the same!

Good to find a variety. Thanks for the link.

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Subject: Directory problems- please help!  
Posted by [WNxCABAL](#) on Wed, 01 Dec 2004 12:54:36 GMT  
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No Probs .

For when you get a little more advanced goto cnc-source and check out some of thier models  
<http://www.cnc-source.com/files/pafiledb.php?action=category&id=5>

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