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Subject: renx dont work (terrain generrator)  
Posted by [maxim123](#) on Fri, 04 Nov 2011 20:09:03 GMT  
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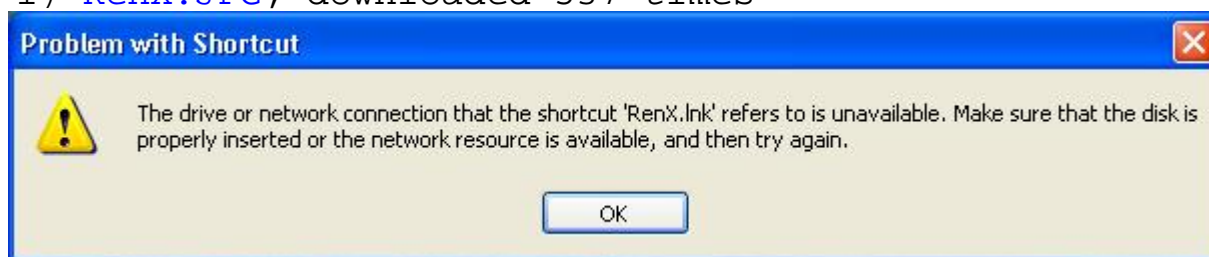
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im new here ..when i try open RenX to generate terrain for level edit i get error

please move the thread of this topic is not right

### File Attachments

1) [RenX.JPG](#), downloaded 537 times



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Subject: Re: renx dont work (terrain generrator)  
Posted by [sla.ro\(master\)](#) on Fri, 04 Nov 2011 21:00:55 GMT  
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you installed gmax first?

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Subject: Re: renx dont work (terrain generrator)  
Posted by [GEORGE ZIMMER](#) on Sat, 05 Nov 2011 00:30:00 GMT  
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You need gmax first, then you have to re-install the Renegade Tools (RenX is a plugin for gmax).

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Subject: Re: renx dont work (terrain generrator)  
Posted by [YazooGang](#) on Sat, 05 Nov 2011 03:08:39 GMT  
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+ It doesn't "generate" maps for you. You have to make them your self.

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Subject: Re: renx dont work (terrain generrator)  
Posted by [maxim123](#) on Sat, 05 Nov 2011 12:28:11 GMT  
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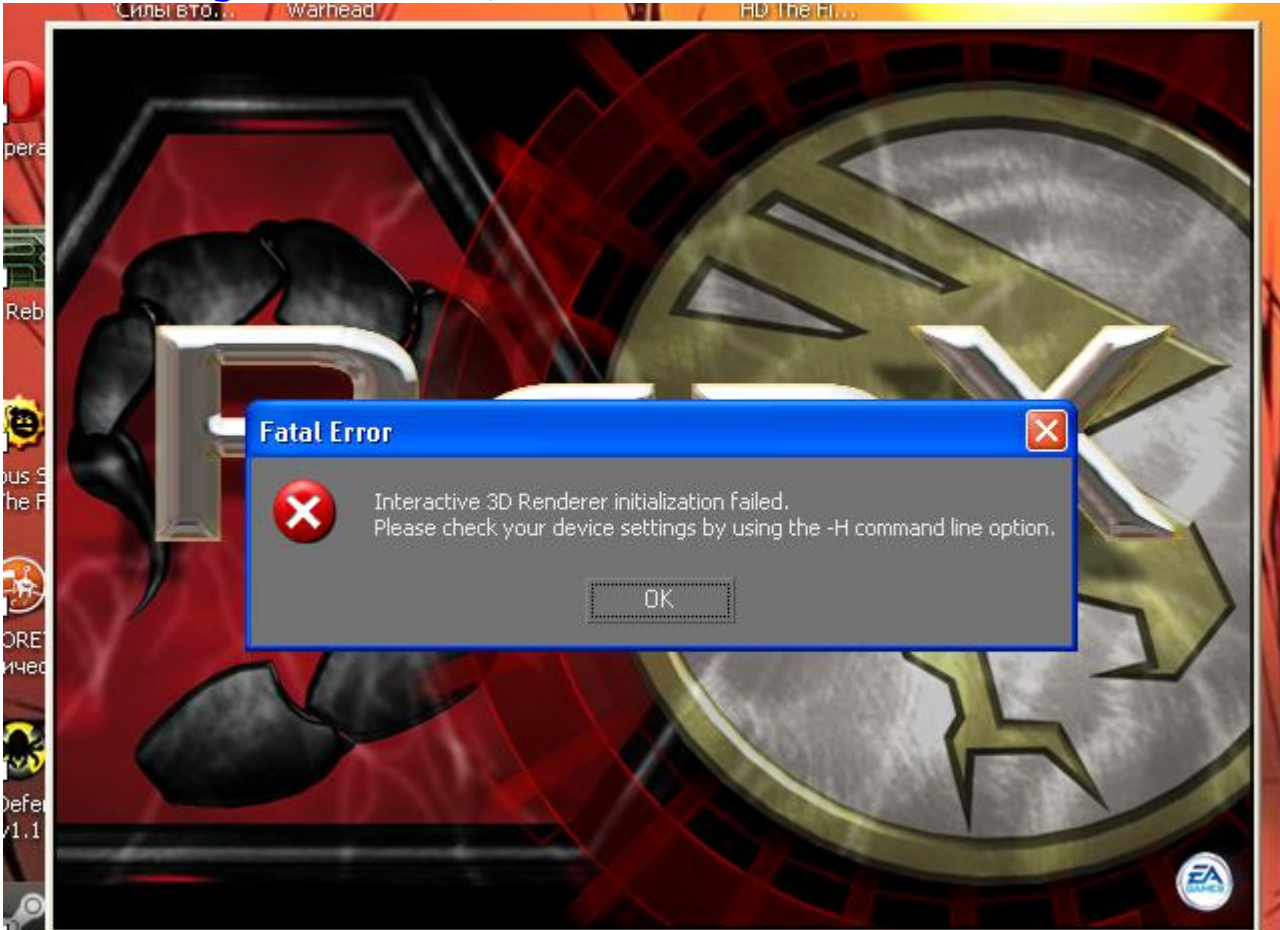
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ok i instaled gmax12 (thats the version of the gmax 12)

now i get error when i try open RenX

## File Attachments

1) [error gmax WTF.JPG](#), downloaded 449 times



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Subject: Re: renx dont work (terrain generrator)

Posted by [maxim123](#) on Sun, 06 Nov 2011 18:23:07 GMT

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pls help

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Subject: Re: renx dont work (terrain generrator)

Posted by [danpaul88](#) on Mon, 07 Nov 2011 13:40:35 GMT

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Did you try using the -H command line like the error message suggests?

Subject: Re: renx dont work (terrain generrator)  
Posted by [Blazea58](#) on Tue, 08 Nov 2011 00:49:35 GMT  
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Question is, does Gmax itself work? If Gmax works you can try setting up a different 3d rendering. You should have selected Open GL as your Gmax driver setup when you were installing it. If you can't even open gmax though , id suggest you reinstall it and choose Open GL when your installing it.

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