
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?

Subject: Damnit. I screwed up renx
Posted by [maytridy](#) on Sat, 09 Aug 2003 13:45:44 GMT
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Quote:I have recently downloaded gmax for the first time. I started gmax and selected opengl because I had no idea what to select.

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Well renx now wont even start.

No idea what you did there.

Quote:

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

YES! You need Renx to mod for Renegade! It's differen't from Gmax because Renx was edited by WS to fit Renegade and it's engine. Renx has different texturing methods, W3D tools, etc. which Gmax does not have.

Subject: Damnit. I screwed up renx
Posted by [Ferhago](#) on Sat, 09 Aug 2003 13:48:02 GMT
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Ok I reinstalled it and it seems to work fine now. Whew
