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Subject: Changing the axis of rotation in gmax/renx  
Posted by [Anonymous](#) on Sat, 04 Jan 2003 10:36:00 GMT

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I've never heard of it locking up anything like that, and I myself have no problems with it. That would be pretty annoying to deal with, but as for fixing it, there are some problems. The originals are stored in always.dat, which is where the files are pulled from first. Therefore, to fix it, they would have to patch the largest Renegade file. Now, if Westwood still uses a file offset system like the used in the old C&C games, then it would be pretty difficult to fix. They would have to develop a program that can modify the .mix file during the patch, and, since these files would have to be larger (increased dimensions or color depth,) several hundred megabytes of data would have to be moved and rewritten back into the file. I may be wrong on this note, but this is why it may not get fixed. Perhaps they'll do it though.

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