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Subject: Re: How add buildings in renx?

Posted by [Oblivion165](#) on Sat, 25 Jun 2005 16:28:14 GMT

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Hmm i dont know why you would have to mess with that.

Is you Gmax rendering device pooched or something?

You should just be able to do this: (In order)

1. Download and install Gmax:

<http://www.turbosquid.com/Download/Index.cfm?FuseAction=Download&ID=L567271&DLC=XFM83W83US>

2. Run Gmax 1 time to enter registration code.

3. Download and install RenegadePublicTools2.exe

<ftp://ftp.westwood.com/pub/renegade/tools/RenegadePublicTools2.exe>

4. Goto: "C:\gmax\gamepacks\Westwood\RenX"

Right-click the RenX shortcut and "Send To ~ Desktop(Create Shortcut)

5. Download The Building Models

[http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT\\_Proxis/ /buildings\\_prox.zip](http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip)

6. Right-click the "buildings\_prox.zip" and hit "extract here".

7. Double click the Renx shortcut you placed on your desktop earlier.

8. When Renx Loads ~ goto "File" ~ "Open" ~ then goto the file you extracted from "buildings\_prox.zip"

9. Continue the tutorial skipping that part:

<http://renhelp.co.uk/?tut=59>

EDIT: And yeah i make a point to be the first poster on Mod problems. I even am a constant poster on the RenHelp forums. One day i want to be a Moderator in the Mod section of this forum.

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