I'm confused, I select my object and press "M" but it doesn't do anything. I checked the user interface and I found it hotkeys to "gmax Material Editor" which I assume is "Renegade Material Editor" in RenX. There I found the "Get Renegade Material" button, when I press it, all it does is change the "Ambient" and "Diffuse" to the colours of the object which are like green, blue or whatever.