
Subject: gmax issue

Posted by [AmunRa](#) on Wed, 14 Sep 2005 02:37:39 GMT

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I am just now using (or trying to) use gmax for the first time. When i attempt to install it it treis to install link logger, not gmax, so wtf?

Subject: Re: gmax issue

Posted by [Blazea58](#) on Wed, 14 Sep 2005 03:02:50 GMT

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I would say not to download from non trusted sites, because i have never heard of that myself either.

You can get it at <http://www.turbosquid.com/GameTools>

just click the download gmax button on the right of the page, and the setup will start. When you eventually get it, a screen will appear with settings to pick from, and use OpenGL. From there it should install fine, get the renegade public tools also and your all set.

http://www.cncden.com/ren_map_tutorial.shtml

Ack's old tut still has the ren public tools there, so you can grab everything you need from there.

Subject: Re: gmax issue

Posted by [AmunRa](#) on Wed, 14 Sep 2005 19:19:27 GMT

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thats where i got it

Subject: Re: gmax issue

Posted by [Sir Phoenixx](#) on Wed, 14 Sep 2005 19:28:48 GMT

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What are the error messages and/or the name of the window/prompt/etc. that you get when you try to install or run Gmax?

Subject: Re: gmax issue

Posted by [AmunRa](#) on Wed, 14 Sep 2005 19:43:56 GMT

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Its installed already, just realized it but now, i dont know how to load it, the shortcut doesnt work, unless leveledit is supposed to open it

Subject: Re: gmax issue

Posted by [Sir Phoenixx](#) on Wed, 14 Sep 2005 21:02:36 GMT

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Does it just not do anything, or does it give you an error? (if it does, what is the error?)

Subject: Re: gmax issue

Posted by [AmunRa](#) on Thu, 15 Sep 2005 00:15:35 GMT

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nvm, fixed
