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Subject: Re: Getting started

Posted by [ErroR](#) on Sat, 04 Jul 2009 18:12:25 GMT

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Mr.NiceGuy wrote on Sat, 04 July 2009 20:52after installing gmax and installing renegade public tools put the textures in C:\Gmax\gamepacks\Westwood\RenX\textures.

oh, yeah, and you could also add more paths for gmax to search.

corect me if i'm wrong but is that mss32.dll miles audio thing? i got this error at all standalone valve games. All you have to do is copy Mss32.dll from C:\WINDOWS\system32 to the root folder of gmax

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