
Subject: GMAX/RenX corruption fix
Posted by [doom3yux](#) on Tue, 06 Jan 2004 22:19:00 GMT
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GMAX/RenX corruption fix

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Author

Topic: GMAX/RenX corruption fix

StoneRook

Recruit

Member # 5

Posted: Mon Aug 25, 2003 9:22 am

If you still havent gotten the fix for the gmax/blaster patch - just pm me and i will send you the file...

(only have the XP fix) Q824136

the real patch will come out later next month....

if you can host it - let me know - and post it...

"None shall pass"

RenEvo Epoch is a TR PlanetSide Outfit -- see our forums (www.renevo.com).

There are times when you must run - and times when you must fight - I choose - fight"

Posts: 142 | Registered: 27 Feb 2003 | IP:

General Havoc

Commander

Member # 66

Posted: Wed Aug 27, 2003 9:27 am

It's on renhelp under the downloads section now. Thanks to Laeubi for the hosting.

http://www.renhelp.co.uk/Downloads/Q824136_WindowsXP_ENU_x86_MID150401.zip

<http://www.renhelp.co.uk/downloads.php?mode=default>

Visit my website at <http://www.RenhelP.co.uk> powered by laeubi.de

"SHUT UP AND MOD" - Dante

"ACK is the Simon Cowell of modding" - Ultron10

Scripts.dll Debugger, Map Scriptor and Tutorial writer

P.S. Everything you read here is biased in one way or another.

Last edited by General Havoc on Mon Sep 08, 2003 4:43 am; edited 5 times in total

Posts: 1362 | Registered: 27 Feb 2003 | IP:

England

Commander

Member # 68

Posted: Wed Aug 27, 2003 9:34 am

StoneRook wrote:

if you can host it - let me know - and post it...

I can lend some bandwidth

I can be found idling on n00bstories

Admin on Renegades most Dedicated Server - The-Pits

C&C Old Skool! Its heres.. CNC:R

Killersmurfs Own j00

Posts: 398 | Registered: 27 Feb 2003 | IP:

StoneRook
Recruit
Member # 5

Posted: Wed Aug 27, 2003 10:49 am

General Havoc posted it for all ^^

thanks man....

"None shall pass"

RenEvo Epoch is a TR PlanetSide Outfit -- see our forums (www.renevo.com).

There are times when you must run - and times when you must fight - I choose - fight"

Posts: 142 | Registered: 27 Feb 2003 | IP:

Aircraftkiller
Moderator/Captain - Mod Forum
Member # 17

Posted: Wed Aug 27, 2003 11:00 am

Keeping this one sticky.

The Undying Lands
Skies Above

She spent a lifetime with me, and got what she wanted in life. In my heart and with my soul, always and forever, my only love, Lynne...

Posts: 1611 | Registered: 27 Feb 2003 | IP:

Laeubi
Commander
Member # 193

Posted: Wed Sep 10, 2003 11:08 pm

One question is there a patch for the German WinXP version too?

<http://www.laeubi.de> - visit my modding board - easy registration, Guests can reply

Dies irae, dies illa, solvet saeculum in favilla. Judex ergo cum sedebit, quidquid latet adparebit, nil inultum remanebit.

Posts: 511 | Registered: 28 Feb 2003 | IP:

Titan1x77
Commander
Member # 133

Posted: Thu Sep 11, 2003 12:25 am

Also where do you unpack the symbols.exe too??

Posts: 561 | Registered: 27 Feb 2003 | IP:

kopaka649
Recruit
Member # 382

Posted: Tue Sep 16, 2003 5:13 pm

i have windows 2000 and also have problems with gmax corruption. i think reverting back to sp2 should fix the problem but i don't know how to do that. any ideas?

Posts: 305 | Registered: 07 Mar 2003 | IP:

Griever92
Commander
Member # 34

Posted: Mon Sep 22, 2003 9:39 am

When is the Full Fix coming out?

It was supposed to come out by the end of August, but Windows Update isnt showing it to me, if it's even been released.

Alex "Griever92" Bracken

=====

E-Mail: griever_ffviii@hotmail.com

=====

=====

=====

-n00bsvr01 Server Mod
-Crimson79 Server Mod

Posts: 592 | Registered: 27 Feb 2003 | IP:

Laeubi
Commander
Member # 193

Posted: Sat Oct 18, 2003 5:00 am

GERMAN!!! Win2000 fix
GERMAN!!! WinXP fix

<http://www.laeubi.de> - visit my modding board - easy registration, Guests can reply

Dies irae, dies illa, solvet saeculum in favilla. Judex ergo cum sedebit, quidquid latet adparebit, nil inultum remanebit.

Posts: 511 | Registered: 28 Feb 2003 | IP:

Fox
Recruit
Member # 1742

Posted: Thu Nov 06, 2003 7:06 pm

Help Me please

Modelers Needed

animateors Needed

Textures Needed

Posts: 20 | Registered: 06 Nov 2003 | IP:

kopaka649
Recruit
Member # 382

Posted: Fri Nov 07, 2003 3:11 pm

Posts: 305 | Registered: 07 Mar 2003 | IP:

SeaMan
Recruit
Member # 156

Posted: Fri Nov 07, 2003 3:20 pm

Brains needed

Man of the Sea
Command and Conquer Wars

Posts: 223 | Registered: 28 Feb 2003 | IP:

zoogly
Recruit
Member # 1493

Posted: Thu Dec 04, 2003 1:45 pm

What do I do with thesymbols.exe?

Member of modernwarfare.strategy-x.com

Posts: 8 | Registered: 03 Sep 2003 | IP:

doom3yux

Recruit
Member # 1916

Posted: Tue Jan 06, 2004 2:16 pm

t's on renhelp under the downloads section now. Thanks to Laeubi for the hosting.

http://www.renhelp.co.uk/Downloads/Q824136_WindowsXP_ENU_x86_MID150401.zip

<http://www.renhelp.co.uk/downloads.php?mode=default>

Visit my website at <http://www.RenhelP.co.uk> powered by laeubi.de

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P.S. Everything you read here is biased in one way or another.

Posts: 1 | Registered: 06 Jan 2004 | IP:

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Page 1 of 1

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