## Subject: Possible For BHS To Fix RenX?
Posted by Sanada78 on Wed, 28 Apr 2004 15:58:08 GMT
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Is BHS thinking of fixing up the RenX plug-in?

I say this because the plug-in is riddled with bugs, especially the Renegade Material Editor. Usually, once you start to texture something, the crashes become greater, and loosing your work can often happen because of it. I've managed to work ways around trying to get it to crash less often, but sometimes you can't always do that.

Lately, I've become frustrated even more with the problems, as they get beyond a joke after a while.

It might not be even RenX as it could even be gmax, I'm not really sure.

## Subject: Possible For BHS To Fix RenX?
Posted by Crimson on Wed, 28 Apr 2004 16:16:23 GMT
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Have you look at the sticky post at the top of these forums? We have several bugs we want to explore and hopefully fix in the Renegade Public Tools.

## Subject: Possible For BHS To Fix RenX?
Posted by Sanada78 on Wed, 28 Apr 2004 17:12:35 GMT
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I have looked throught the list and noticed you are aiming to fix numerours bugs in the Renegade Public Tools.

I didn't find anything in there about the RenX plug-in, mainly the Level Edit and W3D programs in one of the bug fix sections.

## Subject: Possible For BHS To Fix RenX?
Posted by Renx on Wed, 28 Apr 2004 19:16:40 GMT
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You can't fix me! I'm not broke

## Subject: Possible For BHS To Fix RenX?

Posted by Crimson on Wed, 28 Apr 2004 20:43:53 GMT

I'm sorry. I guess I'm not qualified to answer that, then... I'm not a mod or map maker and didn't know there was a difference.  Sorry.

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