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Subject: HELP: W3D Viewer & Leveldit Crash

Posted by [Anonymous](#) on Tue, 07 Jan 2003 19:23:00 GMT

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object?hmm - in gmax...good rule of thumb -- always make the models first - before texturing - and import them -- if you screw up the texture or mesh - it makes it harder to track the problem,sometimes if you delete the level and remake it - then re-import - your problem "may" go away.depends what it is...sorry cant be more of a help - but save often if you choose to mod Renegade... (and use the autosave/auto-renumber - it's saved my butt more than once)

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