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Subject: HELP!! GMAX

Posted by [Anonymous](#) on Fri, 15 Nov 2002 22:18:00 GMT

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As far as i know, you can't fix these problems. If you can't get the file to open, i'm afraid its gone (well, as far as i know). There are many, many, many, problems in renx, mostly due to the Westwood plugin, not gmax. My advice to you is:- Make your meshes in Gmax, then texture them in renx.- SAVE OFTEN! Under different filenames.- Make a list of all the problems you encounter, write them down, and find out when they occur(what makes them occur). Then try your best to avoid doing this again, avoid these problems. I know all the problems i have with renx. And i haven't had a single problem with it for months, simply because i avoid the things that can create problems. Its different for every computer, but i used to loose hours of information...Hope this helps.

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