
Subject: -= Hints to avoid gMax from Crashing =-
Posted by [Anonymous](#) on Sat, 02 Nov 2002 16:25:00 GMT
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quote:Originally posted by SGT.May:ok....i'll will not to say another durogitory word to aircraftkiller2001 greg....as long as he doesnt post trash im my threads.Its just hard to stand by and watch someone bash new people just because they dont know everything already.....that's like a teacher critisizing his students because they dont already know all the answers....on the first day of school.I'm an easy going guy.....i dont like to make waves.....but i wont just sit on my hands when someone verbally abuses people like he does greg.I'm sure you can see my side.I deleted the post where i got a little more personal than i should have.....he just knows how to set me off.....i've tollerated his atitude for some time now greg.....i'm just tired of being polite and ignoring his rude atitude and total lack of consideration for westwood as well as the atmosphere you guys would like to see in these forums.Eric.You don't know anything you're talking about. I'm bashing the post because the guy doesn't know jack either.If you want to keep RenX from crashing, follow some simple guidelines- When making a new material, hit "Get new Renegade material" and apply the material to your selection. Save the max file at this point. Do not make more than one pass before texturing. After you put the base pass texture on the selection, add as many passes as you wish. Multi-pass materials starting off inside the editor will almost certainly crash it. Save your work after every material editor instance. Never use the material navigator unless absolutely necessary. Before opening said navigator, save the max file. When detaching polygons, make sure to save before detaching. Detaching a polygon sometimes causes Max to crash, resulting in an unsavable file. When Max crashes for no apparent reason, usually the best idea is *not* to save a backup of the file and let it shut down, depending on how much work you've done. If you've done a lot of work, attempt to save a backup copy at your own risk. Saving a backup copy will corrupt the original copy 45\% of the time.
