
Subject: -= Hints to avoid gMax from Crashing =-
Posted by [Anonymous](#) on Fri, 01 Nov 2002 16:50:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

window not showing up or dissapearing into the background just minimize the gmax editor and restore it....this seems to work most of the time to bring it back to the foreground.When exporting gmax files to w3d Always save before you export.....the w3d exporter can freeze up the editor sometimes(rarely happens....but never take the chance)Build a complete westwood textures library by extracting them from your installed renegade game (C:\Westwood\Renegade\Data\always.dat)and save all the textures in your renx directory (C:\gmax\gamepacks\Westwood\RenX\textures)I have extracted 1710(and that's not even all of them) renegade textures from the always.dat and the always2.dat with xcc(quite a bit more than they offer in the official renegade textures pack they released)Almost all missing textures from the westwood mod,building,and vehicle packs can be extracted from the always.dat file with xcc utilities(By olaf Van der Spek)<http://xccu.sourceforge.net/>link to xcc utilities home pageYou can then batch convert them to .tga with your favorite image editor....i use ACDSeeAnother tip for gmax....for anyone that hasnt heard it yet.....The sunday bug(material editor crashes the program)....change the date to any day but sunday before you open the gmax editor.That's all the usefull ones i can think of right now.....maybe it will help someone who is just starting out.Eric. [November 01, 2002, 16:55: Message edited by: SGT.May]
