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Subject: My gmax no longer saves properly...

Posted by [Aircraftkiller](#) on Sun, 20 Jul 2003 05:46:18 GMT

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Of course it does. You can still export files and Renegade won't have an issue with it. I was working with MetroTS earlier and it didn't crash at all in-game, even with meshes exported from the fucked-up \*.gmax files.

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