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Subject: Re: Renx crash...

Posted by [c0vert7](#) on Sun, 20 Jan 2013 19:58:59 GMT

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Well just by looking at the situation doesnt look like anything can be done, apparently it saved the level corrupted and I dont think theres anyway to recover back to that point... awesome.

However if anyone knows how to convert the .w3d file from level edit back into gmax, that would be somewhat helpful, id atleast save all my alpha blending and VIS work I did, just would have to remake the tunnels

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