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Subject: Re: Renx crash...

Posted by [Blazea58](#) on Mon, 21 Jan 2013 16:03:34 GMT

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Have you tried to open the file by using File/Merge? Sometimes even a corrupted file can be opened this way.

Also as for it crashing, I suggest you always use Save as, because generally using Save seems to corrupt earlier versions also.

That's an example of what you should be doing every time you save as. When I am finished a model, that's when I delete all the other saves.

As for it crashing, I would suggest never to texture any map until every single model is done, including all the terrain. Extruding or deleting faces while you are texturing can cause it to crash when you save.

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