
Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 06:33:00 GMT

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I was wondering why gmax has sooooo many bugs in it. Don't get me wrong, i thank discreet for creating a good free 3D modeling program, which saves me spending a fortune on 3Ds max. I just don't know why they didn't refine it more. I would have thought that they would want to show that their products are stable and worth the effort. I mean, it kinda gives the impression that their other products may not be so reliable and glitch free...I know this is probably not the case, but i just don't think it gives a good impression. I know i am just having a b!tch (so dont flame me), but it just gives me the ****s when i loose hours of work. And yes i know that its my own fault for not saving(btw, auto-save does not work).I thank discreet for gmax, and i wonder, will there be any updates or patches which might fix some of these problems? [October 15, 2002, 06:37: Message edited by: scarface]

Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 06:44:00 GMT

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quote:Originally posted by scarface:(btw, auto-save does not work).Yeah, except it does. It's saves it in the gmax\autoback folder. Open the "autobak*.gx" files to find out which one it is, although you've probably overwritten it by now if you have used gmax since then. [October 15, 2002, 06:45: Message edited by: SomeRhino]

Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 11:03:00 GMT

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Gmax's bugs are prity much the same bugs that 3dsmax has as far as i have seen. Underneath westwood's customization of gmax, they are, for all intents and perposes the same program, except that Gmax dosnt have a render feature, and has different save file options. Basicly, its just a customised version of 3dsmax.One thing that i've noticed is that the RenX toolset for Gmax introduced several strange bugs into the mix, compared to the unmodified Gmax, particularly with the material editor and browser. Nothing insane, just kinda iritating stuff.Anyhow, if you ever have to use 3dsmax youll find that you encounter the same strangeness. Sometimes it seems like the program has a different set of bugs on each machine that runs it. But for all that, its one of the most powerful modeling tools out there, and very few of the bugs are catastrophic in nature, so it is worth muddeling through.

Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 14:05:00 GMT

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Miya is a bit more geared towards cinimatic production than gaming, and yes, it is more

expensive. I havnt run into too many problems really, one that was chalked up to some minor corruption in the program, and a few features that dont work in a consistent or predictable way, but in RenX the thing I have run into a couple times is that trying to click on the options within the materials browser seems to click through the browser to the working space, and drops the browser out of sight... and that doesnt happen every time.

Subject: Gmax...

Posted by [Anonymous](#) on Tue, 15 Oct 2002 15:02:00 GMT

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Yes, Maya is more geared towards cinematics. However, that is changing. They reduced the price dramatically. It is beginning to be used more and more in games now. I love the feel of the program much more, but 3DSMax will do.

Subject: Gmax...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 00:08:00 GMT

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Funny, I've never run into any bugs at all? Maybe you need a bug-zapper?

Subject: Gmax...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 00:15:00 GMT

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Seriously though. The only problem I've ever had was in 3DSMax. I once tried to render something with about 30 different lights in it. The computer froze up. I think problems with renX/3DSMax are all either operator error or the computer not being able to handle what it's doing. I think the program is very stable. It may not be as stable as Maya, but Maya is more expensive.

Subject: Gmax...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 02:49:00 GMT

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Yes sometimes after a while, the Material editor will hang up and do weird things, just restart and its ok. also sometimes it corrupts the saved file so I make a different named save file after each change. I never had that Sunday bug that I heard about though.

Subject: Gmax...

Posted by [Anonymous](#) on Wed, 16 Oct 2002 05:13:00 GMT

Well, your all **** lucky in my opinion. I have the sunday bug, along with a bug which freezes my computer when i try to attach 2 meshes with different materials. Sometimes the material editor starts to stuff up, and before long Gmax closes with no warning...this on top of many other bugs which aren't as frequent. I don't know, maybe its just my computer, but i have 2000, and every other program works great.
