Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Fri, 01 Nov 2002 14:14:00 GMT
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Here are some ways from preventing gMax from crashing. I've experienced many problems with gMax and some of them even made me cancel my projects.===1 - Always have the autoback function turned on, preferably to make backup files between 5 or 10 minutes.2 - When you go save a .gmax file, always click on "Save As" and select a different name you've chosen previously. Never click "Save", because it will probably crash while saving over an old file.3 - Looks like that when you click on "Continue Anyway" without register, gMax will suddenly crash and won't make any backup files, try to always be registering it.===These are the ways I've been using lately against crashing, and my gMax haven't been reporting any crash errors for a while.Hope this helps people with crashing problems

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Fri, 01 Nov 2002 14:18:00 GMT
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That doesn't prevent crashing. That's called "Be smart and make a backup of your files."Any regular moron knows that. gMax crashes because of unstable code in the RenX plugin module.

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Fri, 01 Nov 2002 14:23:00 GMT
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quote:Originally posted by aircraftkiller2001:That doesn't prevent crashing. That's called "Be smart and make a backup of your files."Any regular moron knows that. gMax crashes because of unstable code in the RenX plugin module.Whatever, want me to rename to title then?

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Fri, 01 Nov 2002 15:32:00 GMT
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prevent crashing. That's called "Be smart and make a backup of your files."Any regular moron knows that. gMax crashes because of unstable code in the RenX plugin module.Whatever, want me to rename to title then?   Try renaming it to "Common sense tips that people should have known already when they first bought their computers and tried working with Microsoft Word."

Subject: -= Hints to avoid gMax from Crashing =-

Posted by Anonymous on Fri, 01 Nov 2002 16:25:00 GMT
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there ya go again ack......ruining a good info thread for noobies with your trash talking.Just
because you think you are gods gift to the modding community.....nah.....forget that....Maybe you
should try acting like the top notch mod maker you front like you are and show some respect for
other people instead of showing your azs all the time ACK.Just because you cant stand the fact
that most people dont have the experience you do in multiple areas of modding doesnt make you
any better than us.QUIT acting like a too good....know-it-all....nit-picking....english teacher and
come back down to earth and be human(imperfect)instead of trying to front like you are better
than everybody else here.EVERYBODY IN THE WORLD HAS THEIR FAULTS....YOU ARE NOT
AN EXCEPTION TO THE NATURE OF THE WORLD ACK!Here's a lesson for you ack......Dont
sweat the small stuff.....if you stress all the time it takes years off your life.You looking to have an
anurism or heart attack before you hit 40 ack?????Chill out.....quit nit-picking us to death.Eric. [
November 01, 2002, 16:27: Message edited by: SGT.May]

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Fri, 01 Nov 2002 16:50:00 GMT
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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]

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 10:59:00 GMT
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Lets try keep this clean and friendly ok? greg

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 11:23:00 GMT
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quote:Originally posted by Hjelstrom:Lets try keep this clean and friendly ok? gregYes, sir!

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 14:21:00 GMT
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Greg the Peacemaker comes to the rescue and saves us from the plunge into a flamewar!
Hooray!

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 15:51:00 GMT
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ok....i'll will not to say another durogitory word to aircraftkiller2001 greg....as long as he doesnt
post trash im my threads.Its just hard to stand by and watch someone bash new people just
because they dont know everything already......that's like a teacher critisizing his students
because they dont already know all the answers....on the first day of school.I'm an easy going
guy.....i dont like to make waves.....but i wont just sit on my hands when someone verbally abuses
people like he does greg.I'm sure you can see my side.I deleted the post where i got a little more
personal than i should have.....he just knows how to set me off.....i've tollerated his atitude for
some time now greg.....i'm just tired of being polite and ignoring his rude atitude and total lack of
consideration for westwood as well as the atmosphere you guys would like to see in these
forums.Eric.

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 16:25:00 GMT
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quote:Originally posted by SGT.May:ok....i'll will not to say another durogitory word to
aircraftkiller2001 greg....as long as he doesnt post trash im my threads.Its just hard to stand by
and watch someone bash new people just because they dont know everything already......that's
like a teacher critisizing his students because they dont already know all the answers....on the first
day of school.I'm an easy going guy.....i dont like to make waves.....but i wont just sit on my hands
when someone verbally abuses people like he does greg.I'm sure you can see my side.I deleted
the post where i got a little more personal than i should have.....he just knows how to set me
off.....i've tollerated his atitude for some time now greg.....i'm just tired of being polite and ignoring
his rude atitude and total lack of consideration for westwood as well as the atmosphere you guys
would like to see in these forums.Eric.You don't know anything you're talking about. I'm bashing
the post because the guy doesn't know jack either.If you want to keep RenX from crashing, follow
some simple guidelines- When making a new material, hit "Get new Renegade material" and

apply the material to your selection. Save the max file at this point. Do not make more than one pass before texturing. After you put the base pass texture on the selection, add as many passes as you wish. Multi-pass materials starting off inside the editor will almost certainly crash it. Save your work after every material editor instance. Never use the material navigator unless absolutely necessary. Before opening said navigator, save the max file. When detaching polygons, make sure to save before detaching. Detaching a polygon sometimes causes Max to crash, resulting in an unsavable file. When Max crashes for no apparent reason, usually the best idea is *not* to save a backup of the file and let it shut down, depending on how much work you've done. If you've done a lot of work, attempt to save a backup copy at your own risk. Saving a backup copy will corrupt the original copy 45\% of the time.

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 17:06:00 GMT
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Ack, you have some great advice in that last post. In addition, a lot of people don't know about the auto-backup feature of gmax so it was useful information for Andre to post.greg

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Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sat, 02 Nov 2002 17:48:00 GMT
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quote:Originally posted by Hjelstrom:Ack, you have some great advice in that last post. In addition, a lot of people don't know about the auto-backup feature of gmax so it was useful information for Andre to post.greg

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Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Sun, 03 Nov 2002 11:56:00 GMT
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dont have to worry about save or save as- and you have a history of files....i usually have 200+ for a simple model...but i'm picky like that...

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Mon, 04 Nov 2002 00:03:00 GMT
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quote:Originally posted by Hjelstrom:Ack, you have some great advice in that last post. In addition, a lot of people don't know about the auto-backup feature of gmax so it was useful information for Andre to post.greghe paying you too say that??

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Mon, 04 Nov 2002 00:03:00 GMT
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quote:Originally posted by Hjelstrom:...In addition, a lot of people don't know about the auto-backup feature of gmax so it was useful information for Andre to post.gregYeah ACK, haha.
[November 03, 2002, 12:10: Message edited by: SomeRhino]

Subject: -= Hints to avoid gMax from Crashing =-
Posted by Anonymous on Tue, 05 Nov 2002 00:55:00 GMT
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ie: test01.gmax test02.gmaxso you dont have to worry about save or save as- and you have a history of files....i usually have 200+ for a simple model...but i'm picky like that...I agree with StoneRook here. This is a great solution. This way you can go back to an earlier save in case you cannot fix a current scene, but was happy with earlier progress.