

Subject: Please help

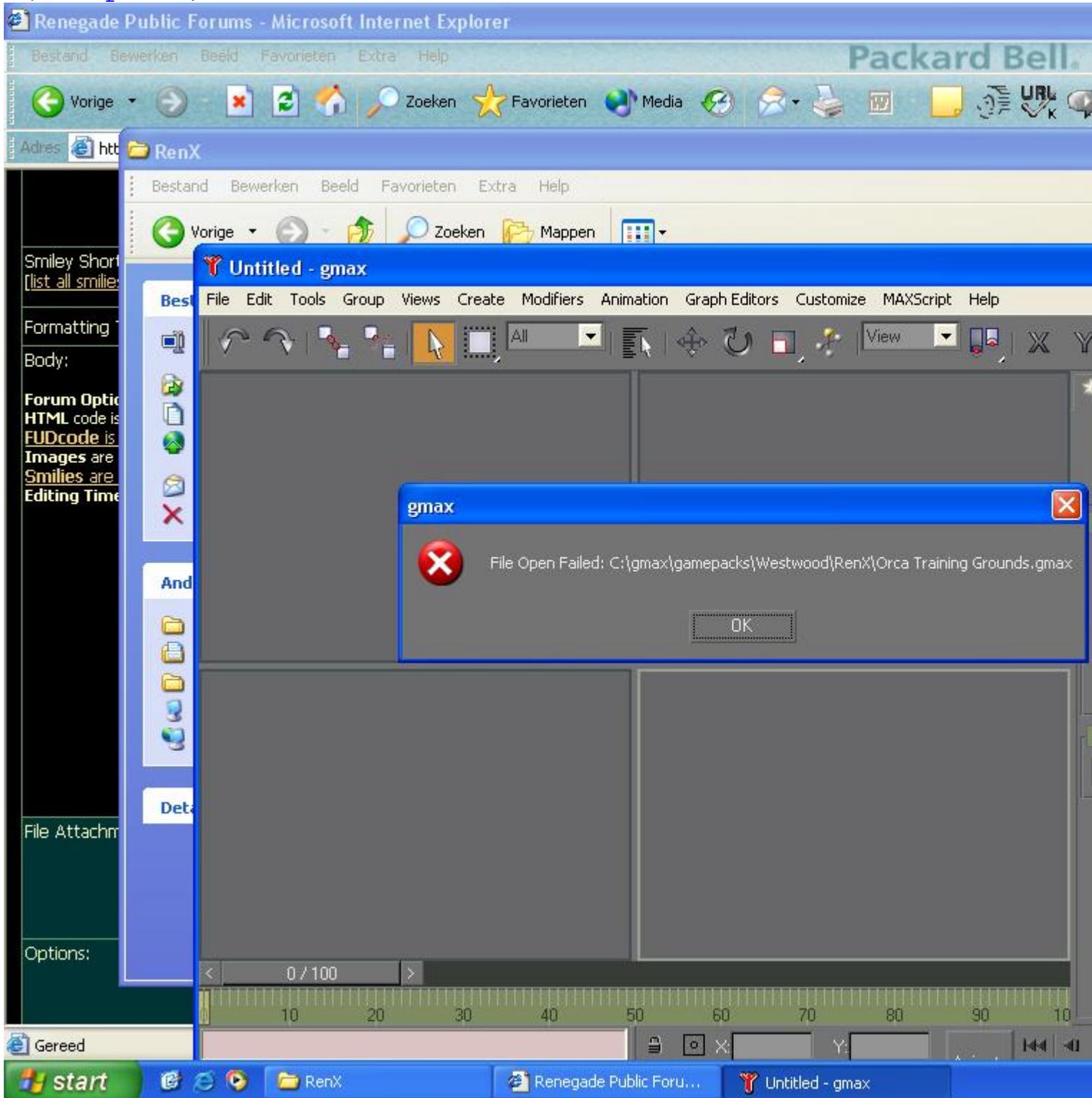
Posted by [-IC-sniper7](#) on Fri, 22 Sep 2006 13:16:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Is this fixable? please help.

File Attachments

1) [Help.JPG](#), downloaded 746 times



Subject: Re: Please help
Posted by [Zion](#) on Fri, 22 Sep 2006 14:59:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Make sure the file is not in a .zip/.rar file as it will not open.

If all else fails, reinstall RenX. (you will not lose any files by reinstalling, however, you will if you uninstall (unless you backup your file (recommended)))

Subject: Re: Please help
Posted by [LR01](#) on Fri, 22 Sep 2006 19:00:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

If your file is corrupted you have a problem, I had this once to, and I wanted to smash my comp, luckily for me I had a .w3d so I could import

Subject: Re: Please help
Posted by [-IC-sniper7](#) on Sat, 23 Sep 2006 12:30:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

argh i was about to make a W3D Needed to add a few more textures and i was like i'll do that 2morrow. Then it got corrupted and i forgot to make backups
I'll cancel the map then

Subject: Re: Please help
Posted by [Sir Phoenixx](#) on Sat, 23 Sep 2006 13:28:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gmax records backup files every so often, you can find them in: C:\Westwood\gmax\autoback\

All files in that folder are Gmax files, check each one until you find the latest working version of the file that got corrupted.

Subject: Re: Please help
Posted by [Oblivion165](#) on Sat, 23 Sep 2006 13:57:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

why are you opening the file in Gmax and not Renx?

Subject: Re: Please help

Posted by [LR01](#) on Sun, 24 Sep 2006 15:27:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think he means Renx

Subject: Re: Please help

Posted by [-IC-sniper7](#) on Sun, 24 Sep 2006 16:16:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

Gmax or RenX doesnt matter. Just opened in Gmax quickly to make the screenie
