Subject: gmax scene gone to the tips
Posted by Veyrdite on Sat, 18 Nov 2006 23:22:50 GMT
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i was woking on a shop model in renx today, and then the program froze and said if you want to attempt to save. this normally happens, and if i do click ok it says its failed the save. big woop-always happens with me, and eveything works normally as soon as i reopen gmax/renx. but for some reason i cant open it anymore, it says file open failed. how the heck can i debug it?
i put tons of woks into it (well, actually just this morning, but i dont want to make it all over again).

any programs to debug it?

Subject: Re: gmax scene gone to the tips
Posted by Zion on Sat, 18 Nov 2006 23:40:17 GMT
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Try sending it to someone else to see if they can get it working, then get them to save it.

There should be a backup (autobak) file that is saved every 5-10 minutes (i know this because it took some time to save it) so take a look in Gmax\Autobak\ to a backup file, that way you won't have to start from scratch, but from where the last backup save was.

Subject: Re: gmax scene gone to the tips
Posted by Veyrdite on Sat, 18 Nov 2006 23:52:21 GMT
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its not there unless its the one called untitled which strangely has the same bug.
who can i send it to and how, by email?

Subject: Re: gmax scene gone to the tips
Posted by Zion on Sat, 18 Nov 2006 23:55:30 GMT
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Possibly.

And to whoever you trust.

Subject: Re: gmax scene gone to the tips
Posted by Veyrdite on Sun, 19 Nov 2006 00:02:17 GMT
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how bout you?-dont worry about stealing it, i dont really care if you claim its yours anyway.

Subject: Re: gmax scene gone to the tips
Posted by Jerad2142 on Sun, 19 Nov 2006 01:12:56 GMT
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I have this happen all the time if you let me have a crack at it I might be able to recover all of it
(well all the time is an overstatement but on occasion).

Subject: Re: gmax scene gone to the tips
Posted by Zion on Sun, 19 Nov 2006 02:04:43 GMT
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If you wish to send it to me, be my guest, but i'm not garunteeing anything.

Subject: Re: gmax scene gone to the tips
Posted by Veyrdite on Sun, 19 Nov 2006 07:03:14 GMT
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i should have already emailed it to you

Subject: Re: gmax scene gone to the tips
Posted by Zion on Sun, 19 Nov 2006 14:25:43 GMT
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Unfortunatally, i am unable to open it, i get the same error as you.

I noticed that this kinda stuff happens to me alot uasing gmax and when it saves, it apperes black
in the viewing window. This file does not, it's just grey, which i find daunting that this file may be
unusable. Sorry.

Try looking in the autobak files to see if they're there.

I'd recommend moving to Max anyway since there's more tools and it's 100 times better than
gmax and its RenX counterpart.

Subject: Re: gmax scene gone to the tips
Posted by Jerad2142 on Sun, 19 Nov 2006 15:13:12 GMT
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You could always send it to me (I can't help you if I don't have the file).

Subject: Re: gmax scene gone to the tips
Posted by Zion on Sun, 19 Nov 2006 20:31:49 GMT
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What option would you have done to try to repair this file?

Subject: Re: gmax scene gone to the tips
Posted by crazfulla on Sun, 19 Nov 2006 20:55:36 GMT
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tried creating a new scene and merging the old one into it?

If that doesnt work the scene is probably corrupted which IDK how to fix.

Subject: Re: gmax scene gone to the tips
Posted by Jerad2142 on Mon, 20 Nov 2006 02:55:25 GMT
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crazfulla wrote on Sun, 19 November 2006 13:55tried creating a new scene and merging the old one into it?

If that doesnt work the scene is probably corrupted which IDK how to fix.

Thats the method.

Subject: Re: gmax scene gone to the tips
Posted by YSLMuffins on Mon, 20 Nov 2006 04:38:14 GMT
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dthdealer wrote on Sat, 18 November 2006 17:52its not there unless its the one called untitled which strangely has the same bug.
who can i send it to and how, by email?

Just for the hell of it, try this: gmax corruption fix.

Subject: Re: gmax scene gone to the tips
Posted by Canadacdn on Mon, 20 Nov 2006 06:00:06 GMT
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Your Gmax program should have autoback enabled.

Go to the open file menu, and go up to the main gmax folder and go into the "autoback" folder,

and change file types to all. Try opening different ones until you find your map. It might not be exactly where you left it, but it should be close.

Subject: Re: gmax scene gone to the tips
Posted by Blazea58 on Mon, 20 Nov 2006 14:10:01 GMT
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Or you can also set your Autoback to save at certain rates which can really help you get your files back.

 Best way to avoid gmax from corrupting even an autoback file is to hit Customize, Preferences,Files, then untick backup on save. You can also setup the autoback and i suggest giving the Number of autoback files a high number as gmax files aren't really memory hogs. Set the rate to your desired ammount and never have the worry of corruption anymore
  Either way i still prefer to just hit NO when the error window shows up because it doesnt corrupt my file, but i may loose some work. I always save 3-5 files rapidly as i work within 5 minutes and save over the first copy then the next and repeat.

Subject: Re: gmax scene gone to the tips
Posted by Veyrdite on Fri, 24 Nov 2006 06:07:49 GMT
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2 things i have discovered:

1.if you press yes on the attempt save window (and it sucessfully saves) it actually saves the file in autoback, instead of overwriting your last save.

2.when saving, there is a little box with a + on it next to save, using it instead of save creates another copy with a 01, 02, 03, etc on the end. way safer than overwriting.

oh and merging doesn't work, absoloutely nofin appens(could my model have saved as a blank file???)