Subject: Problems with gmax/renx
Posted by nodelites on Wed, 18 Jul 2007 17:31:11 GMT

title explains it really, gmax crashes when i try to export a model, its worked before too. I made a fully boned,textured, and modeled quad cannon from generals, but gmax/renX crashes when i try to export the model.

Can anybody help m please? i really work hard on this model & i want to play it in renegade..

Here is the file below:

File Attachments
1) Quad_Cannon.rar, downloaded 103 times

Subject: Re: Problems with gmax/renx
Posted by nodelites on Fri, 20 Jul 2007 18:38:29 GMT

bump