
Subject: Question...

Posted by [Infinint](#) on Mon, 14 Jul 2003 04:21:57 GMT

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is it posibal to open a corupt renx file? like make it live agean some how. un corrupt it

Subject: Re: Question...

Posted by [Captkurt](#) on Mon, 14 Jul 2003 04:37:00 GMT

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Infinintis it posibal to open a corupt renx file? like make it live agean some how. un corrupt it
Sometimes, I have been lucky enough to by doing it this way, start a new, and then do "merge"
and the file you merge is the file that won't open. Then if you get it, save it. I've done this two or
three times, but other times it would not work too. So good luck. Fingers are crossed. Lol.

Subject: Question...

Posted by [Infinint](#) on Mon, 14 Jul 2003 04:54:44 GMT

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ya i tryed that before but it never worked for me

Subject: Question...

Posted by [mike9292](#) on Mon, 14 Jul 2003 04:56:58 GMT

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here a lesson i learned always make a backup file

Subject: Question...

Posted by [Infinint](#) on Mon, 14 Jul 2003 05:00:13 GMT

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ya the weird thing is it id the same thing twice on my original and back up.
this is just graet my copy of renx hates me WAAAAA!!

Subject: Question...

Posted by [mike9292](#) on Mon, 14 Jul 2003 05:24:43 GMT

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well commando editor always crashed and said something like player has died and went to hell at
00 00 00

Subject: try.....

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 08:43:44 GMT

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try actually downloading the original Gmax, and opening it through there, then exporting it as a mesh then import it into renx, that could work.
