
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.
