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Subject: Problems with gmax/renx

Posted by [nodelites](#) on Wed, 18 Jul 2007 17:31:11 GMT

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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:

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File Attachments

1) [Quad\\_Cannon.rar](#), downloaded 154 times

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