
Subject: Problems with gmax/renx

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

[View Forum Message](#) <> [Reply to Message](#)

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 86 times

Subject: Re: Problems with gmax/renx

Posted by [nodelites](#) on Fri, 20 Jul 2007 18:38:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

bump
