
Subject: Renx crash...

Posted by [c0vert7](#) on Sun, 20 Jan 2013 19:46:15 GMT

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Soo... ive been working on my map, just finished some tunnels, I went to save it, started to texture some stuff, saved again and when I saved it crashed... No biggy, I just saved it a few mins before, but when I go to open the save it says failed to open... so I try to open the recovery from when it crashed, and that says failed to open again. I really dont wanna lose all this work because my only other alternate save is missing about 6 hrs worth of work... any ideas??

Subject: Re: Renx crash...

Posted by [c0vert7](#) on Sun, 20 Jan 2013 19:58:59 GMT

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Well just by looking at the situation doesnt look like anything can be done, apparently it saved the level corrupted and I dont think theres anyway to recover back to that point... awesome.

However if anyone knows how to convert the .w3d file from level edit back into gmax, that would be somewhat helpful, id atleast save all my alpha blending and VIS work I did, just would have to remake the tunnels

Subject: Re: Renx crash...

Posted by [danpaul88](#) on Sun, 20 Jan 2013 20:13:16 GMT

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Unfortunately alpha blending (and textures in general) tends to get lost when converting W3D files back into 3ds / renx files. There are plugins that will do it though...

Subject: Re: Renx crash...

Posted by [c0vert7](#) on Sun, 20 Jan 2013 20:21:58 GMT

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Well even thats acceptable, I just had a bunch of models, VIS, and textureing done, I mainly dont wanan redo VIS again

Where are the plugins avaiable at>?

Subject: Re: Renx crash...

Posted by [Mauler](#) on Sun, 20 Jan 2013 23:17:51 GMT

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I have yet to see any plugin that saves alpha blending information from converted w3d models, the closest I've seen was someone who was converting some plugins to work with blender , but he had stopped development....

I don't get it, both you gmax file and level file are corrupted?

Renx tends to crash a lot , and so does the level editor ... When I make a level I tend to separate tasks and save each time I change that task

Getting the mesh from importing is easy but the hard part is you have to texture it and apply alpha and weld the terrain, quadrify it, reapply proper smoothing groups or else your lighting will be ugly lol

Subject: Re: Renx crash...

Posted by [c0vert7](#) on Sun, 20 Jan 2013 23:58:55 GMT

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No what happened was I went to save it in renx and it crashed, I went to reopen it and it just says failed to open... it made a recovery file but thats the same way..

My level edit level is fine, thats how I got my meshes back, I got it all back where I wanted now, just gotta remake my tunnel system which im not looking forward to lol.

Subject: Re: Renx crash...

Posted by [Mauler](#) on Mon, 21 Jan 2013 03:02:31 GMT

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ya in the future i would suggest using Max 8 or 9 for 3d assets, but i'm not to sure where to get that anymore...

i've never encountered any issues with it, although renx is a different story

Subject: Re: Renx crash...

Posted by [danpaul88](#) on Mon, 21 Jan 2013 10:13:53 GMT

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<http://www.game-maps.org/index.php?/topic/135-w3d-importer-renx/>

W3D importer for RenX

Subject: Re: Renx crash...

Posted by [Blazea58](#) on Mon, 21 Jan 2013 16:03:34 GMT

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Have you tried to open the file by using File/Merge? Sometimes even a corrupted file can be opened this way.

Also as for it crashing, I suggest you always use Save as, because generally using Save seems to corrupt earlier versions also.

That's an example of what you should be doing every time you save as. When I am finished a model, that's when I delete all the other saves.

As for it crashing, I would suggest never to texture any map until every single model is done, including all the terrain. Extruding or deleting faces while you are texturing can cause it to crash when you save.

Subject: Re: Renx crash...

Posted by [c0vert7](#) on Mon, 21 Jan 2013 22:32:27 GMT

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Ya I tried merging, importing, ect. The file itself is only 19KB big.... which means it didnt save anything lol. Its all good im back where I was just lost a few hrs of work. I will post a few screenies later when I get the majority of the modeling done Thanks guys.

Subject: Re: Renx crash...

Posted by [c0vert7](#) on Tue, 22 Jan 2013 01:02:32 GMT

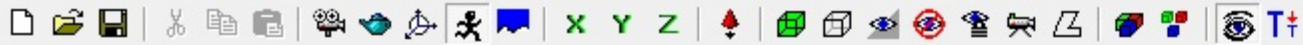
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Heres a few of the elaborate tunnel system where the teams will merge for any wanted hand to hand combat, one of many tunnel systems in the map.

This will be one of the main areas of fighting I believe as it stems from both base entrances.

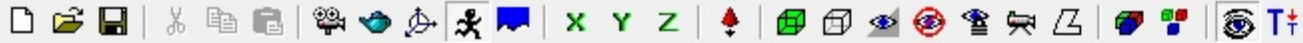
File Attachments

1) [1.jpg](#), downloaded 960 times



Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi advanced guard tow
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplay\mp - gdi barracks\bar_pct_ma
Targa: Failed to open file "b_gdi_grndrep.tga"

2) [2.jpg](#), downloaded 948 times



Targa: Failed to open file "b_nod_gmdrep.tga"
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplayer\mp - nod air tower\atr_pct_ma
Invalid TGA format used in C:\Program Files (x86)\RenegadePublicTools\LevelEdit\NewMap\tiles\building aggregates - multiplayer\mp - nod air tower\ob_clr_arw

Subject: Re: Renx crash...

Posted by [Blazea58](#) on Tue, 22 Jan 2013 07:21:57 GMT

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Nice looking job on the sewer system, looks good, but the pipes aren't textured seamless. Just needs uvw as cylinder. (though sometimes you have to stand them up straight for it to tile right on the first try)

Subject: Re: Renx crash...

Posted by [Mauler](#) on Wed, 23 Jan 2013 10:02:14 GMT

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looks very nice! When it is complete we can add to the newmaps server and try it out with 20+ players
