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Subject: RenX Crashed when I try to display a texture  
Posted by [Jaspah](#) on Tue, 25 Nov 2003 23:43:48 GMT  
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I'm working on my map, when I have to texture it, a note comes up and says "RenX has experienced a error" then after it comes a "fail to read memory".

Do you have any ideas?

I really want to get my map going.

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Subject: RenX Crashed when I try to display a texture  
Posted by [SuperFlyingEngi](#) on Wed, 26 Nov 2003 01:02:14 GMT  
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Well, I don't know about RenX, but the problem might be the computer.  
First, always restart a computer first if it gives you a memory error message. This often solves the problem.  
If that doesn't work, make sure you have enough memory to run it.  
And this may or may not work, but if your computer is decked out with spyware, that might slow it down a lot, so download Spybot: Search and Destroy to get rid of it. Anything beyond that is also beyond me.

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Subject: RenX Crashed when I try to display a texture  
Posted by [--oo00o00oo--](#) on Wed, 26 Nov 2003 01:48:43 GMT  
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this has happened to me a few times when I tried to apply the texture. so when it asks you if you would like to attempt to save, just save it and then load up the autoback. you should be right where you left off.(apply the texture first, then try to display it. if it crashes then save to the autoback. reopen and load the autoback. you should be at the point to where you have the texture applied but not displayed. just open the material editor and hit display. it should not crash on you then, didn't for me.)

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Subject: RenX Crashed when I try to display a texture  
Posted by [Jaspah](#) on Wed, 26 Nov 2003 21:03:55 GMT  
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Fixed it. I didn't check off an option.

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Subject: RenX Crashed when I try to display a texture  
Posted by [Cpo64](#) on Wed, 26 Nov 2003 21:12:42 GMT

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Yay un-supported, bearyl tested software!

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