
Subject: Uhhh not good thingy....hehe
Posted by [xpontius](#) on Sun, 21 Mar 2004 01:22:12 GMT
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Is this irreversable or not...

Subject: Uhhh not good thingy....hehe
Posted by [Oblivion165](#) on Sun, 21 Mar 2004 02:34:00 GMT
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running windows xp arent you?

If so, get the windows XP patch.

Heh thats the only file i dont have on my site.

Oh wait

<http://www.dr-oblivion.com/WinXpGmaxFix.exe>

I have everything....EVER

Subject: Uhhh not good thingy....hehe
Posted by [Sir Phoenixx](#) on Sun, 21 Mar 2004 03:55:08 GMT
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You know you could have cropped the error message and post that instead?

Try merge, or place xref or what ever it's called. If those don't work, than try to open the backup files out of the 'autobak' folder in gmax. (.bak and .gx)

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Posted by [xpontius](#) on Sun, 21 Mar 2004 20:03:26 GMT
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yeah sorry bout the not cropping, I tried merging before i posted, but i didnt work..

And will that patch fix gmax so that it doesnt happen again as well as let my file be open, or just fix the problem so it doesnt happen again?

Subject: Uhhh not good thingy....hehe
Posted by [Oblivion165](#) on Sun, 21 Mar 2004 20:08:00 GMT
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yeah it will fix it, and it will allow you to open your file, undamaged

Subject: Uhhh not good thingy....hehe
Posted by [xpontius](#) on Sun, 21 Mar 2004 23:22:13 GMT
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Im still getting nothing out of that patch Oblivion, i extracted everything to gmax>gamepacks>westwood>renx, did that little updated and restarted, but still nothing...any advice?
and autobak is horrible outdated, i might as well start over if i used them.

Subject: Uhhh not good thingy....hehe
Posted by [Oblivion165](#) on Sun, 21 Mar 2004 23:42:12 GMT
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oh you dont extract them to the folder, you just un pack them and run the one that does alotr of stuff, the other one just hold the install files.
