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Subject: An Odd 3Ds Max problem

Posted by [Sir Phoenixx](#) on Thu, 13 Jan 2005 00:07:02 GMT

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Without it, even though the length and width are the same, it shows it as a rectangle, sometimes quite long, instead of a square like it's supposed to be causing a lot of distortion, applying Reset XForm first corrects it and fixes this, so it's a square.

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