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Subject: gmax perspective and LE wait

Posted by [Veyrdite](#) on Sun, 18 Feb 2007 06:57:32 GMT

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i normally have to switch to user view when doing things on small models, but recently i have somehow made the viewing distance in perspective shorter. havent got a clue how, but i lost it when i changed that viewpoint type. like to know how to do it again.

also in le, when i make my first object (editor objects, lights etc are instant nomatter what) it takes forever, but for like 10 seconds all objects after are made instant, but after that i have to re-do the process. anyhelp? or is this hardware problems?

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