Subject: Re: obelisk model
Posted by ErroR on Tue, 18 Mar 2008 17:43:18 GMT

yeah i got that stuff and i tried yours too i just can't do anything with it just move it...

you convert it into editable mesh and it's all gray so you chose mesh select from the modifier list and once you press something (vertex/edge/polygon...) all move/scale... buttons turn gray

File Attachments
1) i need this part.bmp, downloaded 379 times