Subject: Selecting edges
Posted by flyingfox on Sun, 11 Jul 2004 03:04:24 GMT
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This may seem like a stupid question but how do you select the outer lines on editable meshes? :oops:

I'm trying to follow somerhino's terrain tutorial, http://renhelp.co.uk/?tut=8, and it says once the edges on a plane have been moved out and rounded to form base ground, you select the outer edges and set the extrude to 0.00000001. Well, it won't let allow the extrude to go lower than 0.0 and I think the problem is not selecting the edges before that is done.

Subject: Selecting edges
Posted by SuperFlyingEngi on Sun, 11 Jul 2004 03:46:19 GMT
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Hm...is that an older version of gmax or something? The current interface I have doesn't look exactly like that one....

Anyway, 0.00000001 is higher than 0.0.

Good luck with the tutorial.

Subject: Selecting edges
Posted by PermaGrin on Sun, 11 Jul 2004 04:52:57 GMT
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right click > conert to editable mesh (i assume you know this)

hotkeys...
1 = vert selection mode(sm)
2 = edge sm
3 = face sm
4 = polygon sm
5 = element sm

Subject: Selecting edges
Posted by Spice on Sun, 11 Jul 2004 05:39:04 GMT
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Hmm dont forget , Hold Ctrl for multiple selection. Alt for Multiple De-Selection.

Subject: Selecting edges
Posted by flyingfox on Sun, 11 Jul 2004 06:07:46 GMT
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Thanks for all the help, 2 should do it.

Subject: Selecting edges
Posted by Dan on Sun, 11 Jul 2004 08:20:00 GMT
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When you write 0.0000001 in the extrude box then click on extrude, it does extrude the edge/polygon, but since gmax does go any more precise than to 3 decimal places, it doesnt move, but is still extruded. So after you have extruded them, just move them to where you want, and it should extrude properly.