

---

Subject: GRRR

Posted by [SuperMidget](#) on Thu, 17 Feb 2005 18:32:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Why are my object JUMPING huge axis differences when I try to move them?

---

---

Subject: GRRR

Posted by [WNxCABAL](#) on Thu, 17 Feb 2005 18:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

PLEASE  
PROVIDE  
MORE INFO!

---

---

Subject: Re: GRRR

Posted by [Spice](#) on Thu, 17 Feb 2005 18:59:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

SuperMidgetWhy are my object JUMPING huge axis differences when I try to move them?

Your zoom extents are probably too far back. Press the zoom extents button. (It's down by the magnifying glass (Zoom) in the bottom right corner)

Press it a few times if necessary

---

---

Subject: GRRR

Posted by [SuperMidget](#) on Thu, 17 Feb 2005 20:05:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I did that.

Still happens! I don't know how to explain it any better... lemme try again.

When I try to create a plane (for example), it's like its snapping to a predetermined size. Then when I drag the mouse more to make it bigger, it doesn't get bigger smoothy, like it should, instead it snaps to like double its size!

It started doing this after I tried to clone a plane, then move the plane away from its orgianl (it was right on top) I did it successfully once, then the second time (different time, not consecuatively) it jumped from its orgianl position to adjacent to the original! Help!

---

---

Subject: GRRR

Posted by [laeubi](#) on Thu, 17 Feb 2005 20:26:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

You have the Snap feature enabled in GMAX... you can disable it at the bottom, jsut hover over the icons untill you find the right one.

---

Subject: GRRR

Posted by [Sir Phoenixx](#) on Fri, 18 Feb 2005 14:12:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

It's the row of buttons with magnets on them, just to the left of the "Animate" button.

"3d Snap Toggle" affects its movement in perspective/user. "Angle Snap" affects its rotation. And "Percent Snap" affects its scaling.

---

Subject: GRRR

Posted by [SuperMidget](#) on Fri, 18 Feb 2005 16:37:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Thanks a ton guys, i got it.

---