Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 13:05:00 GMT
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when i move the veiw everything goes wireframe and when i move a object it does to. and the arrows used to move donot become bold so its easier to click them. they stay thin and i have to hit space everytime to make it work. why does it do this. how can i stop it?

Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 13:31:00 GMT
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hmm - did you try to reinstall your renegade mod tools>?   sounds like you changed settings some how.

Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 14:01:00 GMT
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Reload the RenX UI. You hit one of the buttons on the keyboard that changed it to do this.

Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 14:02:00 GMT
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that sounds even simpler -- lol

Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 14:30:00 GMT
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thats wat i did last time and it fixed it but i lost my files   and now im on the importer test to get them back

Subject: gmax problems, greg, anyone?
Posted by Anonymous on Wed, 23 Oct 2002 18:13:00 GMT
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I'm not sure if the key X will help you out or not. The wireframe deal might be in your viewport configuration. It's hard to interpret what you said.