Subject: micro xyz dragger in gmax
Posted by Slave on Tue, 08 May 2007 18:23:05 GMT
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Whenever I want to move an object around, the xyz dragger shows up with the size of only a few pixels. Wich in turn makes it almost impossible to drag the selection in the right dimension. How can it be fixed to a normal size?

Subject: Re: micro xyz dragger in gmax
Posted by Viking on Wed, 09 May 2007 03:13:57 GMT
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OH OH! I KNOW!

Customize->Preferences->Viewpoints Look for "Transform Gizmo" (bottom of window) change size to 20 (default)!

Subject: Re: micro xyz dragger in gmax
Posted by Slave on Wed, 09 May 2007 18:31:24 GMT
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Thank, you.
All fixed.

Subject: Re: micro xyz dragger in gmax
Posted by Viking on Wed, 09 May 2007 19:11:13 GMT
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Yeah, I had turned it off by pushing 2 buttons on the keyboard accidentally.

Took me a hour to find how to turn it back on like that lol!