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Subject: camera help

Posted by [NACHO-ARG](#) on Tue, 24 Jan 2012 00:37:27 GMT

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hey ppl can somebody teach me how to set up a poly/mesh so it allways face the camera in game? i searched for some tutorials about it but no luck so far.

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Subject: Re: camera help

Posted by [jlhill17](#) on Tue, 24 Jan 2012 05:11:06 GMT

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In gmax in the w3d tools menu under the "export geometry" and "export transform (bone)" options there is one called "cam parallel". Just check this box and your mesh will always face the camera. Also Make sure the face of the mesh which you want oriented to the camera is facing the positive x-axis, for example, if the mesh is centered at the origin the x-axis should point out of that face of the mesh.

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Subject: Re: camera help

Posted by [NACHO-ARG](#) on Thu, 26 Jan 2012 12:29:42 GMT

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thanks a lot for the help mate

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