Subject: Annoying Problem...
Posted by Sanada78 on Tue, 13 May 2003 23:27:41 GMT
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Just now I found that the Gmax move cursor that displays the X, Y and Z arrows does something odd. For some reason now it appears somewhere else other than near the object that I'm

have to zoom out again just to move it because the move cursor is elsewhere. Did I hit a button that made it do this? I want it to go back the way it was.

Subject: Annoying Problem...
Posted by SgtZilla on Wed, 14 May 2003 01:06:35 GMT
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try going to the hierarchy tab and clikc the affect pivot only then move the pivot position to where u want it on the object

hope that fixes it for you

Subject: Annoying Problem...
Posted by laeubi on Wed, 14 May 2003 07:33:31 GMT
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you can also klick (on the same tab) at the 'center to object' that wil lset the pivot in the center of your object

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Subject: Re: Annoying Problem...
Posted by Sir Phoenixx on Wed, 14 May 2003 12:12:43 GMT
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Sanada78Just now I found that the Gmax move cursor that displays the X, Y and Z arrows does something odd. For some reason now it appears somewhere else other than near the object that I'm selecting. This isn't a technical problem but it's irritating when you're zoomed into the object and have to zoom out again just to move it because the move cursor is elsewhere. Did I hit a button that made it do this? I want it to go back the way it was.

It puts the gizmo at the original center of the object, if you move the object in sub-object mode (selecting all of the vertices and moving them to move the object itself) the gizmo will no longer appear to be in the center of the object.