Subject: Re: Modeling
Posted by Sn1per74* on Thu, 30 Aug 2007 01:31:46 GMT

SWNight wrote on Wed, 29 August 2007 04:28This may seem a bit stupid but.
How do I move the camera around in Gmax? (So I can work on the other bits of my terrain)
There is an arc rotate button on the bottom right.