
Subject: lil gmax help
Posted by [ErroR](#) on Fri, 08 May 2009 11:48:06 GMT
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When i rotate my view, all objects display as box till i release. Help me remove this crap, can't find in settings

Subject: Re: lil gmax help
Posted by [Gen_Blacky](#) on Fri, 08 May 2009 15:50:57 GMT
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maybe a screen shot , don't understand what your talking about.

Subject: Re: lil gmax help
Posted by [ErroR](#) on Fri, 08 May 2009 16:17:23 GMT
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1) [Gmax.bmp](#), downloaded 401 times

Subject: Re: lil gmax help
Posted by [Gen_Blacky](#) on Fri, 08 May 2009 16:27:23 GMT
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ah i have had this problem many times never figured out how to fix so i would just export the mesh and import into a new scene.

Subject: Re: lil gmax help
Posted by [Slave](#) on Sat, 09 May 2009 01:33:38 GMT
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1) [button.png](#), downloaded 501 times



Subject: Re: lil gmax help
Posted by [ErroR](#) on Sat, 09 May 2009 09:07:36 GMT
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thanks
