**Subject: RenX Question**
Posted by Anonymous on Thu, 14 Nov 2002 19:53:00 GMT
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I just installed the new version of RenX and I have come across a very annoying little thing, when I rotate and object, it turns into a square wireframe instead of just rotating the visible object... Does anyone know how to turn this off?

**Subject: RenX Question**
Posted by Anonymous on Thu, 14 Nov 2002 20:02:00 GMT
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That square wireframe is called the bounding box view. It's actually better to have, since those with lower end video cards like myself can rotate objects without the hassle of aggravating FPS issues of 5 or below while doing so.The best thing you can do is reinstall, as I've never found what causes this or how to turn it off. Reinstalling RenX, a quick process, fixes it.

**Subject: RenX Question**
Posted by Anonymous on Thu, 14 Nov 2002 20:05:00 GMT
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Ok, thanks, I have a very powerful system, so it does not have problems with FPS  [ November 14, 2002, 20:06: Message edited by: ApacheRSG ]

**Subject: RenX Question**
Posted by Anonymous on Thu, 14 Nov 2002 20:19:00 GMT
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i was kinda board. and thinking i really havnt done anything for WarPath mod. so i made this tank. its called the T-10. its a russian Battle tank made in 1966.here are the pics. T-10 Pic1  T-10 Pic2 T-10 Pic3 i hope you guys like it.btw... the poly count is 1139

**Subject: RenX Question**
Posted by Anonymous on Thu, 14 Nov 2002 20:21:00 GMT
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I think you turn it off by hitting "U" or one of those keys around there.EDIT: Hit "O."  [ November 14, 2002, 20:28: Message edited by: SomeRhino ]

**Subject: RenX Question**

Posted by [Anonymous](#) on Thu, 14 Nov 2002 20:56:00 GMT
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quote:Originally posted by SomeRhino:I think you turn it off by hitting "U" or one of those keys around there.EDIT: Hit "O."Thank you SomeRhino.

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Subject: RenX Question
Posted by [Anonymous](#) on Thu, 14 Nov 2002 21:26:00 GMT
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It is also one of the 3 icons underneath the Z box. (The farthest right)

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Subject: RenX Question
Posted by [Anonymous](#) on Thu, 14 Nov 2002 21:45:00 GMT
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are u going to continue and fix up the sides and edges to make it more realistic or was this a thing to do for fun.....nice model

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Subject: RenX Question
Posted by [Anonymous](#) on Thu, 14 Nov 2002 21:47:00 GMT
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He told me that he was done, all that is left is for me to figure out the bones so that the fake wheels rotate along as the treads power the vehicle, if that is possible anyways.

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Subject: RenX Question
Posted by [Anonymous](#) on Thu, 14 Nov 2002 22:05:00 GMT
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quote:Originally posted by ApacheRSG:I just installed the new version of RenX and I have come across a very annoying little thing, when I rotate and object, it turns into a square wireframe instead of just rotating the visible object... Does anyone know how to turn this off?There's a new version of RenX?

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Subject: RenX Question
Posted by [Anonymous](#) on Thu, 14 Nov 2002 22:32:00 GMT
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quote:Originally posted by jordybear:  quote:Originally posted by ApacheRSG:I just installed the new version of RenX and I have come across a very annoying little thing, when I rotate and

object, it turns into a square wireframe instead of just rotating the visible object... Does anyone know how to turn this off?There's a new version of RenX?gmax, not RenX. (He must have been referring to gmax.) [ November 15, 2002, 14:36: Message edited by: Ingrownlip ]

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 04:45:00 GMT
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yeah this is how it looks. and im not sure what you meant but fixing the sides and the edges.any way like apache said. i wanted to know if its possiable to use fake wheel bones, to make it look like the wheels are rotating. but its really being powerd up by tracks.in a way using fake wheel bones and Tracks bones.is that possiable? [ November 15, 2002, 04:48: Message edited by: Havoc 89 ]

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 05:00:00 GMT
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the litte bareels on the side need to be bigger and shorter. and more to the outside. have you ever played bf1942?

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 08:10:00 GMT
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yes i have played bf1942. and yeah ill fix that, but in the pic its exactly this long and size. i'll just make it a bit different

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 13:12:00 GMT
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Change the smoothing groups on the turret and some parts of the model. This will allow sharper edges, if you didnt know that

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 15:06:00 GMT
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i dont want sharper edges. the turret looks like that.

Subject: RenX Question
Posted by Anonymous on Fri, 15 Nov 2002 15:33:00 GMT
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quote:Originally posted by Ingrownlip: quote:Originally posted by jordybear:   quote:Originally posted by ApacheRSG:I just installed the new version of RenX and I have come across a very annoying little thing, when I rotate and object, it turns into a square wireframe instead of just rotating the visible object... Does anyone know how to turn this off?There's a new version of RenX?gmax, not RenX.  (He must have been referring to gmax.)Right, sorry about that, I just installed gMax 1.2 and it started that

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Subject: RenX Question
Posted by Anonymous on Sat, 16 Nov 2002 09:14:00 GMT
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ok here is a new pic. and i improved it a little. T-10 Battle Tank

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Subject: RenX Question
Posted by Anonymous on Sat, 16 Nov 2002 13:44:00 GMT
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well.... is this better???

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