Subject: help with 3dsmax
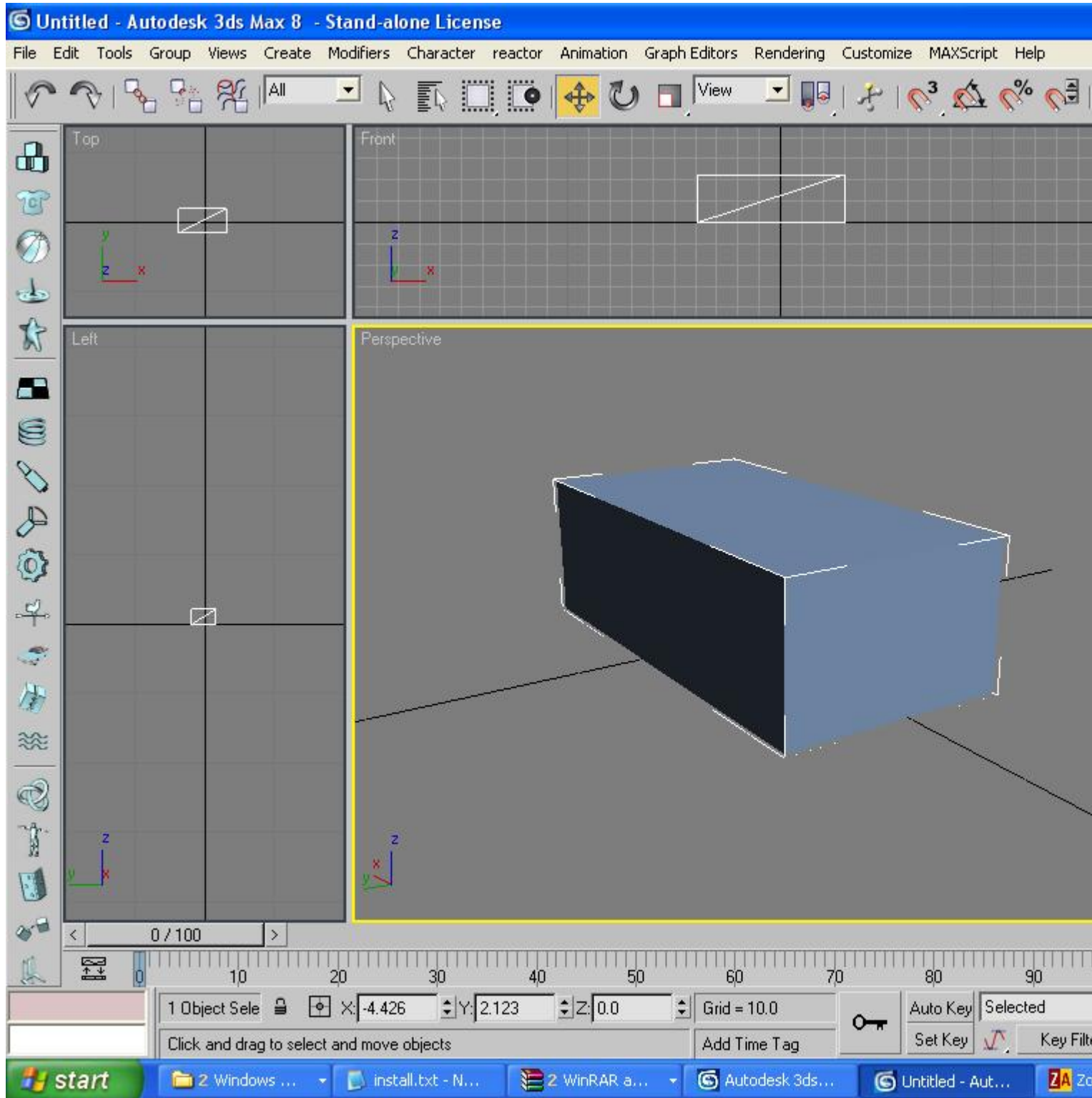Posted by jnz on Thu, 07 Sep 2006 21:01:54 GMT
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i was trying to get the water tool to work by clicking in random places and now, i cant see the
arrows now to move objects. can anyone help?
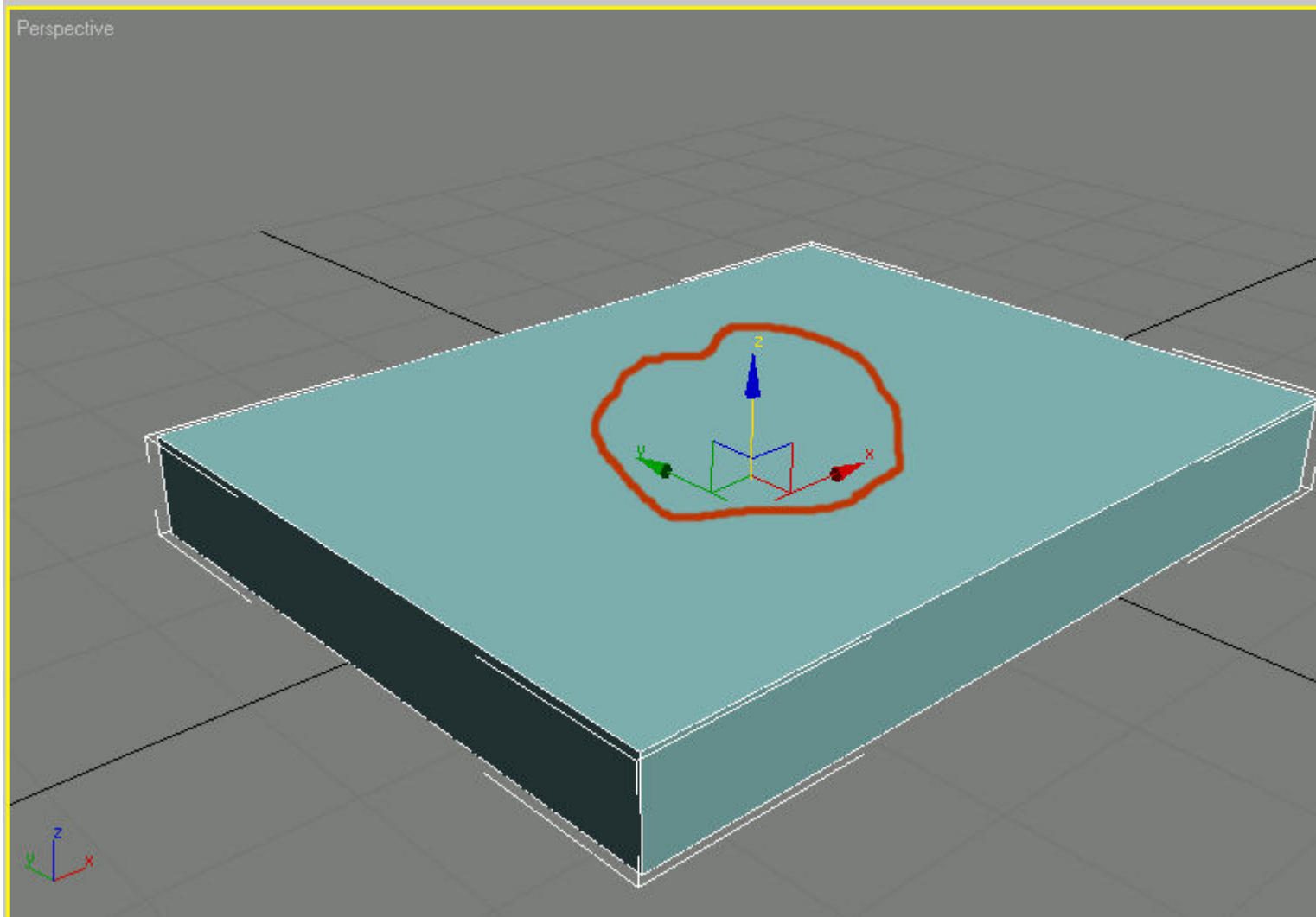

File Attachments
1) tmp.JPG, downloaded 653 times

Subject: Re: help with 3dsmax
Posted by futura83 on Thu, 07 Sep 2006 21:03:28 GMT
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this is what he means if anyone needs more info ;):

File Attachments
1) here2.jpg, downloaded 521 times

Subject: Re: help with 3dsmax
Posted by Mad Ivan on Thu, 07 Sep 2006 21:17:29 GMT
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Customize -> Preferences -> Gizmos Tab -> Transform Gizmos:
On -> Checked
Show Axis Letters -> Checked
Size -> 40.

Your size can be anything you want

Subject: Re: help with 3dsmax
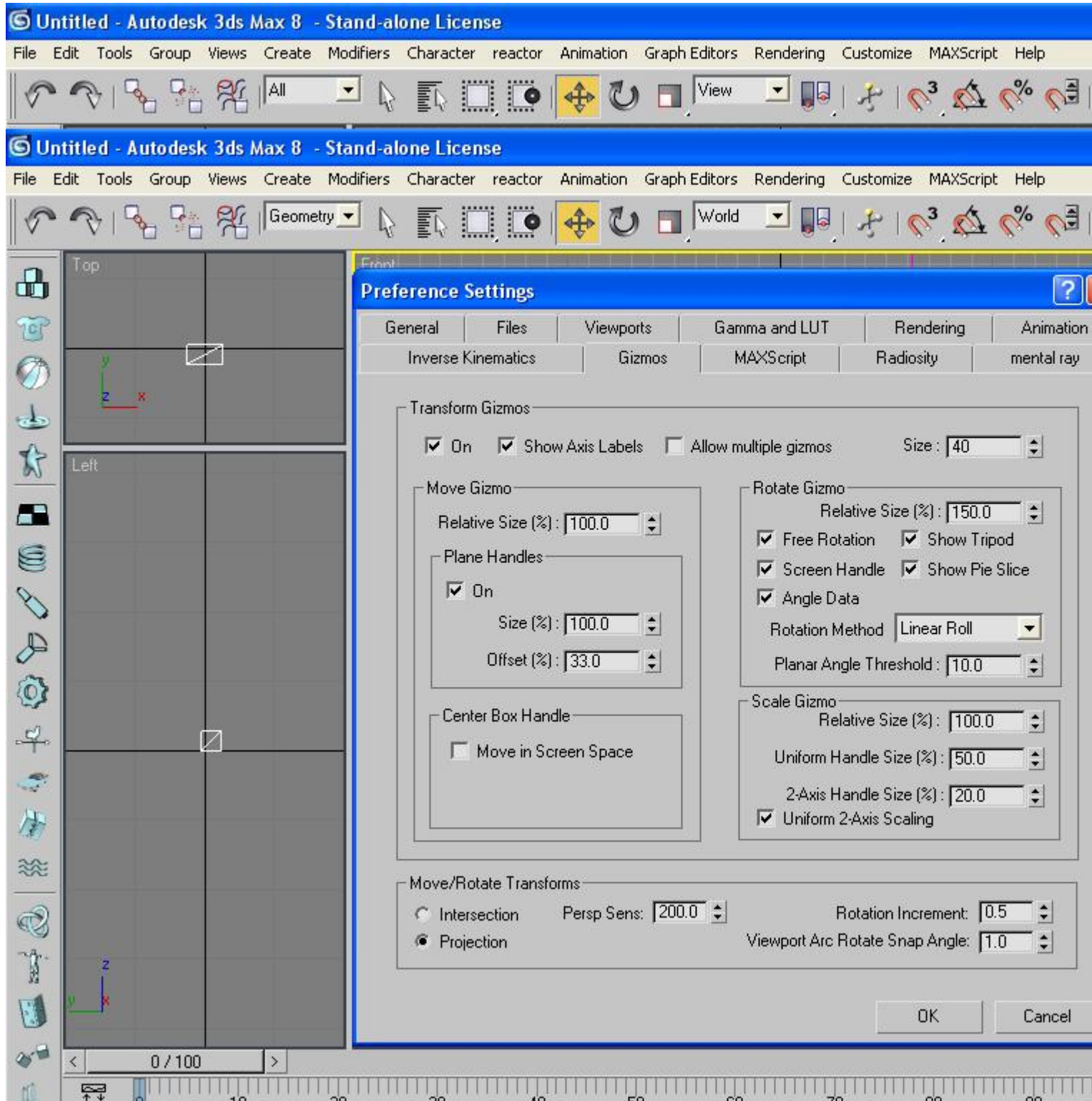Posted by Halo38 on Thu, 07 Sep 2006 21:25:42 GMT

The shortcut key to turn the gizmo off and on is "x" people often hit by accident while pressing "alt"

Subject: Re: help with 3dsmax
Posted by jnz on Thu, 07 Sep 2006 21:27:18 GMT

i dont want size, it is the arrows, they wont display when trying to move an object.

File Attachments
1) tmp.JPG, downloaded 481 times

Halo38 wrote on Thu, 07 September 2006 22:25

The shortcut key to turn the gizmo off and on is "x" people often hit by accident while pressing "alt"

didn't work

Subject: Re: help with 3dsmax
Posted by Halo38 on Thu, 07 Sep 2006 21:44:13 GMT
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try file--> reset

Subject: Re: help with 3dsmax
Posted by jnz on Thu, 07 Sep 2006 21:44:16 GMT
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i have fixed it, thanks to halo3 and mad iven. it was view->show gismos lol and what iven said

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Subject: Re: help with 3dsmax
Posted by Mad Ivan on Thu, 07 Sep 2006 22:59:08 GMT
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No problem

And, its Ivan

Subject: Re: help with 3dsmax
Posted by LR01 on Sat, 09 Sep 2006 08:29:10 GMT
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are the shortcuts different from renx?

Subject: Re: help with 3dsmax
Posted by Halo38 on Sat, 09 Sep 2006 19:08:42 GMT
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LR01 wrote on Sat, 09 September 2006 04:29are the shortcuts different from renx?

Some are the same some are diffrent, but you can assign your own. Here is an example of how with my favorite shortcut

"zoom extents selected all"

which, when you have an object selected and press your shortcut key (Z in my case) max zooms in on the object in all your viewport windows - great time saver. This is the default shortcut for 'Z' in 3ds max but not in renx.

so go to...

Customize --> Customize User Interface

1. So you can read the 'Actions' clearly drag the shortcut cell to the right

2. click "Zoom Extents Selected All"

3. put a 'z' in the Hotkey box

4. click assign now close the window by clicking the cross (X)