Subject: obelisk model
Posted by ErroR on Tue, 18 Mar 2008 17:37:12 GMT
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Hi i'm new here... I wonder why can't I move/rotate/scale (vertexes)of obelisks model in gmax... I kinda need only the top party (the crystal and a pice of the obelisk) so if someone could give me the model of the obelisk (.gmax) that can i edit gmax... oh my english sux

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Subject: Re: obelisk model
Posted by cnc95fan on Tue, 18 Mar 2008 17:39:03 GMT
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All buildings are in this:
http://renhelp.net/downloads/buildings_prox.zip

Subject: Re: obelisk model
Posted by ErroR on Tue, 18 Mar 2008 17:43:18 GMT
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yeah i got that stuff and i tried yours too i just can't do anything with it just move it...

you convert it into editable mesh and it's all gray so you chose mesh select from the modifier list and once you press something (vertex/edge/polygon...) all move/scale... buttons turn gray

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File Attachments
1) i need this part.bmp, downloaded 380 times
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Subject: Re: obelisk model
Posted by The Executor on Tue, 18 Mar 2008 18:01:35 GMT
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On the top of the menu bar click on "Group" then scroll down to "Ungroup" and click it. This will detach all of the pieces on the ob so you can edit them. Just make sure that when you are done to select all meshes and select "Group".

Subject: Re: obelisk model
Posted by ErroR on Tue, 18 Mar 2008 18:03:13 GMT
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omg i feel so dumb   thanks

Subject: Re: obelisk model
Posted by The Executor on Tue, 18 Mar 2008 19:32:06 GMT

It is okay, we all make mistakes.