
Subject: obelisk model

Posted by [ErroR](#) on Tue, 18 Mar 2008 17:37:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

Subject: Re: obelisk model

Posted by [cnc95fan](#) on Tue, 18 Mar 2008 17:39:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

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

File Attachments

1) [i need this part.bmp](#), downloaded 343 times

Subject: Re: obelisk model

Posted by [The Executor](#) on Tue, 18 Mar 2008 18:01:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

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

[View Forum Message](#) <> [Reply to Message](#)

omg i feel so dumb thanks

Subject: Re: obelisk model

Posted by [The Executor](#) on Tue, 18 Mar 2008 19:32:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

It is okay, we all make mistakes.
