Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:13:00 GMT
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well if you remember i couldnt get the texture editor to work..Well ive changed my Resolution to 1200x1024**** now i cant see ****. LMAO..but in the gmax, the matereial editor is now weivable. and editbale..dman who the **** runs in 1200x1024..You would need like a 30inch screen for this.i normaly run in 1024x768on a 17incs monitor.Official stats,30& of users run 800x60050\% of users run 1024x76820\% of users run 1200x1024and the rest runs different kinds.WTF is pu with the screensize.HJELMSTROM!!!!!!!!!!!!!!!!!!!!!!!!!!

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:14:00 GMT
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Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:16:00 GMT
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im running at 1600x1200 desktop rez right now, hehe, 19 inch monitor

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Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:18:00 GMT
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quote:Originally posted by RNueslein:im running at 1600x1200 desktop rez right now, hehe, 19 inch monitor   that must really suck,, and be wery bad for your eyes,.since your eyes, are more fixed on pixels in so high res, on small monitors.

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:18:00 GMT
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i dont run aything above 1024x768 it hurts my eyes (not to mention on the computer i use the most the max is 1024x768) but on the comp that can go higher anytihng higher hurts my eyes   [April 20, 2002: Message edited by: doom5393]

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Posted by Anonymous on Sat, 20 Apr 2002 06:18:00 GMT
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1280x1024 17 inch

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:22:00 GMT
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quote:Originally posted by doom5393:i dont run aything above 1024x768 it hurts my eyes (not to mention on the computer i use the most the max is 1024x768) but on the comp that can go higher anytihng higher hurts my eyes   [April 20, 2002: Message edited by: doom5393]TOTALLY agree..still gonna run 1024x768 as soon as i figure out haw to make a new toolbar.below the main..   my other options is tu turn to 1200x1024 while textureing..then go back afterwards

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Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 06:40:00 GMT
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its pretty easy to get the texture editor to work without changing resolution. Just click on the tool bar, on a empty spot Then drag it to the left. I'm gonna do some screenshot and post them

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Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 07:14:00 GMT
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i allready have.

Subject: Texture **** solved
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1600x1200 19inch here

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heres the new one c the difference

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 07:23:00 GMT
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but it dosent really matter anymore. now that the dexture editor works.The texture browser, gets application error.**** gmax.

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 07:25:00 GMT
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if your just trying to access material editor its easy, you put your mouse on a un-used part of the bar. (it should turn to a grabbing hand) Then drag to the right or left.Ill post a pic.(next reply)

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 07:32:00 GMT
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images arent working right so visit the link.http://www.geocities.com/rekon00/[April 20, 2002: Message edited by: Rekon][April 20, 2002: Message edited by: Rekon][April 20, 2002: Message edited by: Rekon]

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 07:36:00 GMT
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well never mind .. now ewrything works fine again..kinda weird.. mmmi think its my computer thats full of errors.. LMAO..

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 09:52:00 GMT
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My material editor has always worked, but then I always run my machine at 1600x1200 on my professional compaq 21" monitor with Geforce3

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 10:43:00 GMT
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You know you can always scroll the toolbar instead of changing your screen rez...

Subject: Texture **** solved
Posted by Anonymous on Sat, 20 Apr 2002 11:08:00 GMT
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I run in 1280x1024 on a 19" monitor.. everything looks fine... when I run on something lower everything looks big and ugly cuz I'm so used to 1280x1024 heh