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Subject: gmax perspective and LE wait  
Posted by [Veyrdite](#) on Sun, 18 Feb 2007 06:57:32 GMT  
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i normally have to switch to user view when doing things on small models, but recently i have somehow made the viewing distance in perspective shorter. havent got a clue how, but i lost it when i changed that viewpoint type. like to know how to do it again.  
also in le, when i make my first object (editor objects, lights etc are instant nomatter what) it takes forever, but for like 10 seconds all objects after are made instant, but after that i have to re-do the process. anyhelp? or is this hardware problems?

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Subject: Re: gmax perspective and LE wait  
Posted by [Zion](#) on Sun, 18 Feb 2007 13:52:53 GMT  
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Try editing your unit settings. Customize > Units Setup Then click the button at the top of that dialog and change the drop down menu to inches. That's what Max uses and works pretty well, just remember that Renegade doesn't like this unit scaling so change it back to centimeters when you're ready to scale your models and export to LE.

It's LE problems. Basicly what it's trying to do is get the file from a 500mb file that's been fragmented all over your hard drive. Defragmenting your hard drive will speed it up by about 1 second. The reason why the second instance loads faster is because it knows where to get the file from, it's stored in the cache.

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Subject: Re: gmax perspective and LE wait  
Posted by [Veyrdite](#) on Fri, 23 Feb 2007 05:14:45 GMT  
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no thanks to inches, i am not familiar with the system (auzzies use metric)  
still, how do you get to view thing closer, because i have done it. scaling the entire model ruins the grid etc

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Subject: Re: gmax perspective and LE wait  
Posted by [Zion](#) on Fri, 23 Feb 2007 08:30:40 GMT  
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Have you tried pressing the zoom to extents button? Usually above arch rotate looks like a grey square. This will reset your zoom to show everything your scene includes so you might be able to zoom in again.

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Subject: Re: gmax perspective and LE wait

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Posted by [Veyrdite](#) on Fri, 23 Feb 2007 08:42:11 GMT

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thats what i always use, but it still happens, but i think the few times it had happened was when i did that.

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