Subject: renX help Posted by cpjok on Fri, 30 Nov 2007 12:44:51 GMT View Forum Message <> Reply to Message

Ok How Do I Get The RenX Arrow's Like The One's In This SS The X And Y And Z Arrow's In This SS There Isnt Z Arrow's Tho

Subject: Re: renX help Posted by cpjok on Fri, 30 Nov 2007 12:46:31 GMT View Forum Message <> Reply to Message

This Is SS From The Tutorial Video On Renhelp.net

But It Dosent Say How To Get Them Arrow's To Work

Subject: Re: renX help Posted by bisen11 on Fri, 30 Nov 2007 13:53:14 GMT View Forum Message <> Reply to Message

They should naturally work when you click on something and hit the move option.

Subject: Re: renX help Posted by cpjok on Fri, 30 Nov 2007 13:55:53 GMT View Forum Message <> Reply to Message

No they dont come on at all

Subject: Re: renX help Posted by cpjok on Fri, 30 Nov 2007 14:04:15 GMT View Forum Message <> Reply to Message

Mine Look Like This And Dont Do Anything Like The Tutorial Video

Subject: Re: renX help Posted by The Elite Officer on Fri, 30 Nov 2007 16:37:27 GMT Try playing around with the X Y Z XY buttons at top, or reinstall Gmax/renX

Subject: Re: renX help Posted by cpjok on Fri, 30 Nov 2007 18:54:53 GMT View Forum Message <> Reply to Message

if i reinstall gmax will my reistration key still work

Subject: Re: renX help Posted by Oblivion165 on Fri, 30 Nov 2007 18:58:12 GMT View Forum Message <> Reply to Message

Hit "x" to reactivate the arrows.

Subject: Re: renX help Posted by cpjok on Fri, 30 Nov 2007 19:28:49 GMT View Forum Message <> Reply to Message

Thanx For /Help And It Worked Did X

Subject: Re: renX help Posted by Veyrdite on Sat, 01 Dec 2007 00:41:42 GMT View Forum Message <> Reply to Message

Oblivion165 wrote on Sat, 01 December 2007 05:58Hit "x" to reactivate the arrows.

Grumphf. Was about to say that

Subject: Re: renX help Posted by R315r4z0r on Sat, 01 Dec 2007 00:46:13 GMT View Forum Message <> Reply to Message

I always manage to revert that back and forth, but I never knew how it happened... lol

Now I know it is X.