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Subject: lil gmax help  
Posted by [ErroR](#) on Fri, 08 May 2009 11:48:06 GMT  
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When i rotate my view, all objects display as box till i release. Help me remove this crap, can't find in settings

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Subject: Re: lil gmax help  
Posted by [Gen\\_Blacky](#) on Fri, 08 May 2009 15:50:57 GMT  
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maybe a screen shot , don't understand what your talking about.

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Subject: Re: lil gmax help  
Posted by [ErroR](#) on Fri, 08 May 2009 16:17:23 GMT  
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#### File Attachments

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1) [Gmax.bmp](#), downloaded 391 times

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Subject: Re: lil gmax help  
Posted by [Gen\\_Blacky](#) on Fri, 08 May 2009 16:27:23 GMT  
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ah i have had this problem many times never figured out how to fix so i would just export the mesh and import into a new scene.

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Subject: Re: lil gmax help  
Posted by [Slave](#) on Sat, 09 May 2009 01:33:38 GMT  
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Find this button, or press O.

#### File Attachments

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1) [button.png](#), downloaded 485 times



Subject: Re: lil gmax help  
Posted by [ErroR](#) on Sat, 09 May 2009 09:07:36 GMT  
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thanks

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