

---

Subject: 3dsmax help!

Posted by [Nodbugger](#) on Mon, 10 Nov 2003 22:19:33 GMT

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

---

Ok now this is pissing me off.

Normally when i move or roate or scale an object different colored lines show up around the object showing how I can rotate or move or scale an object. Well they dont show up anymore. And I tried restoring the UI defaults and everything but can't seem to figure it out. It makes 3dsmax useless because now i have to open different menus to move something in a straight line.

---

---

Subject: 3dsmax help!

Posted by [TheKGBspy](#) on Mon, 10 Nov 2003 23:37:40 GMT

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

---

look for the option called "degradation override"

it supposed to be in the main windows, under x,y,z text box. This option has it own icon. Look like a 3d cube when its activated, and a wireframe cube when its not activated

---

---

Subject: 3dsmax help!

Posted by [maytridy](#) on Tue, 11 Nov 2003 02:36:49 GMT

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

---

Just hit "x". It happens to me all the time in 3ds.

---

---

Subject: 3dsmax help!

Posted by [Sir Phoenixx](#) on Tue, 11 Nov 2003 03:06:01 GMT

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

---

In preferences, under general, turn on the "gizmo".

---

---

Subject: 3dsmax help!

Posted by [Nodbugger](#) on Tue, 11 Nov 2003 06:07:25 GMT

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

---

Well the gizmo was under views. Thanks for the help.

---

---

Subject: 3dsmax help!

Posted by [Sir Phoenixx](#) on Tue, 11 Nov 2003 13:38:49 GMT

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

---

NodbuggerWell the gizmo was under views. Thanks for the help.

Same difference.

---