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Subject: G-Max problem . . .

Posted by [spreegem](#) on Sun, 18 Jan 2004 18:31:37 GMT

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When my friend right clicks an object to bring up the box where you can make the object an editable mesh, attach, detach ETC That box will not come up. Does anyone know what is wrong? Here is a screen shot of the box if you don't know what I was talking about.

Also it will not let him move the vertexes.

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Subject: G-Max problem . . .

Posted by [Beanyhead](#) on Sun, 18 Jan 2004 19:37:31 GMT

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click on move, and then you can move them? :rolleyes:

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Subject: G-Max problem . . .

Posted by [Dante](#) on Sun, 18 Jan 2004 20:33:00 GMT

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is the object frozen?

can you select the box?

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Subject: G-Max problem . . .

Posted by [spreegem](#) on Mon, 19 Jan 2004 02:39:35 GMT

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Danteis the object frozen?

can you select the box?

frozen? what does frozen mean? When you said can you select the box, do you mean the box that my friend is trying to make come up when you right click an object? Also beanyhead he already tried that I even asked him a couple times if he was sure he had the move thing selected when he tried to move the vertexes.

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Subject: G-Max problem . . .

Posted by [FalconxI](#) on Mon, 19 Jan 2004 04:25:28 GMT

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Are you sure you went to Convert To: then Editble mesh?

This is off max 5 but the menu is nearly the same. Then you can select what type of selection mode (vert, face, poly, etc.) by right clicking again or from the modify menu on the right side tab panel.

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Subject: G-Max problem . . .  
Posted by [spreegem](#) on Mon, 19 Jan 2004 05:12:36 GMT  
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I AM NOT THE ONE WITH THE PROBLEM I SAID. . . It is my friend who is having the problem, and I do not know exactly what he is doing, I will try and get him on here next time I talk to him ok, he wil be able to better tell you what he did, or did not do.

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Subject: G-Max problem . . .  
Posted by [Havoc 89](#) on Mon, 19 Jan 2004 22:42:44 GMT  
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chill out, were only tring to help,

ok figure out exactly what ur friends problem is. and maybe than we can help ur friend out.

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Subject: G-Max problem . . .  
Posted by [Imdgr8one](#) on Tue, 20 Jan 2004 00:05:10 GMT  
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spreegem I AM NOT THE ONE WITH THE PROBLEM I SAID. . . It is my friend who is having the problem, and I do not know exactly what he is doing, I will try and get him on here next time I talk to him ok, he wil be able to better tell you what he did, or did not do.

Than why are you looking for an answer for your friend when all he has to do is get on here, register, and ask. Just a tad easier for everyone instead of you getting pissed at us because we can't provide an answer using the info you've given us.

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Subject: G-Max problem . . .  
Posted by [Sir Phoenixx](#) on Tue, 20 Jan 2004 13:57:31 GMT  
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It has to be an editable mesh (convert to editable mesh) before you can attach it to something else.

If you want to detach something in it, go to editable mesh, than vertices, or polygon or whatever, and select the vertices/polygons you want to detach and than detach them.

I hope that helps your "friend".

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Subject: G-Max problem . . .

Posted by [Infinint](#) on Tue, 20 Jan 2004 16:45:20 GMT

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So hes trying to get the box to come up? Try re-installing renx and gmax after completely uninstalling it, deleting any folder left manually to get ride of anything that might make it not work right after you re-install it. Also if your freind has a differnt kind of mouse set up, that might change something.

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Subject: G-Max problem . . .

Posted by [spreegem](#) on Tue, 20 Jan 2004 21:17:47 GMT

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InfinintSo hes trying to get the box to come up? Try re-installing renx and gmax after completely uninstalling it, deleting any folder left manually to get ride of anything that might make it not work right after you re-install it. Also if your freind has a differnt kind of mouse set up, that might change something.

Yes that is the box he is trying to get up. He already tried reinstalling, I will see if he did like you said and deleted the whole folder, if not I will tell him to do that.

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Subject: G-Max problem . . .

Posted by [Infinint](#) on Tue, 20 Jan 2004 23:23:23 GMT

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the "deleteing the whole" folder thing probibly isent the case, it just might be his comp, the mouse he is using or the set up for his mouse. He can do the stuff in the box (its called a quad menu) from the side bar and top menu bars so its not really a huge issu if he cant fix it.

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Subject: G-Max problem . . .

Posted by [IRON FART](#) on Wed, 21 Jan 2004 04:38:30 GMT

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Is that friend you?  
lol jk

I think most of us are presuming that he of course already converted it to an editable mesh.

And presuming is a bad thing.

I agree with Falconxl. Check if it was converted to an editable mesh or not. Thats the first thing that came to my head. So check that.

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Subject: Me is the oe with the problem

Posted by [sone](#) on Thu, 22 Jan 2004 00:50:59 GMT

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when i right click the screen to bring up the menu to move, change poly type, etc. NOTHING happens, and when selecting the shape when corners are pullable i cannot select MOVE option

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Subject: G-Max problem . . .

Posted by [Falconxl](#) on Thu, 22 Jan 2004 01:34:37 GMT

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There are 3 ways to do every basicaction for manipulating a mesh. Right click, tab panel, or pull down menu. If the object was frozen it would be unselectable.

Here's something to try:

<http://www.n00bstories.com/image.fetch.php?id=1342038947>

<http://www.n00bstories.com/image.fetch.php?id=1254822571>

<http://www.n00bstories.com/image.fetch.php?id=1063988888>

<http://www.n00bstories.com/image.fetch.php?id=1119523203>

<http://www.n00bstories.com/image.fetch.php?id=1170239666>

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