
Subject: Re: Making object(s) larger in RenX
Posted by [Zion](#) on Mon, 10 Sep 2007 12:59:01 GMT
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Jerad Gray wrote on Mon, 10 September 2007 13:31LOL, earlier in my modding experience before I found scale, I would have to remake entire complex objects because I made them the wrong size.

Now that's dedication! I wouldn't have been bothered to continue it and left it alone until i came up with a plan. I've always known about scale though ever since i started 3 years ago.
