Subject: Re: Making object(s) larger in RenX
Posted by Ryu on Mon, 10 Sep 2007 14:16:47 GMT
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Jerad Gray wrote on Mon, 10 September 2007 07:31LOL, earlier in my modding experience before I found scale, I would have to remake entire complex objects because I made them the wrong size.

Haha.. It's always best to ask first. >.<

Also.. My map failed..

Damn it.. all it needed was a go-kart and texturing! D: